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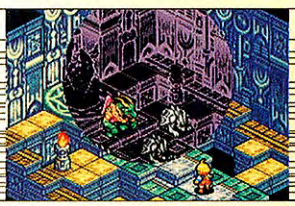

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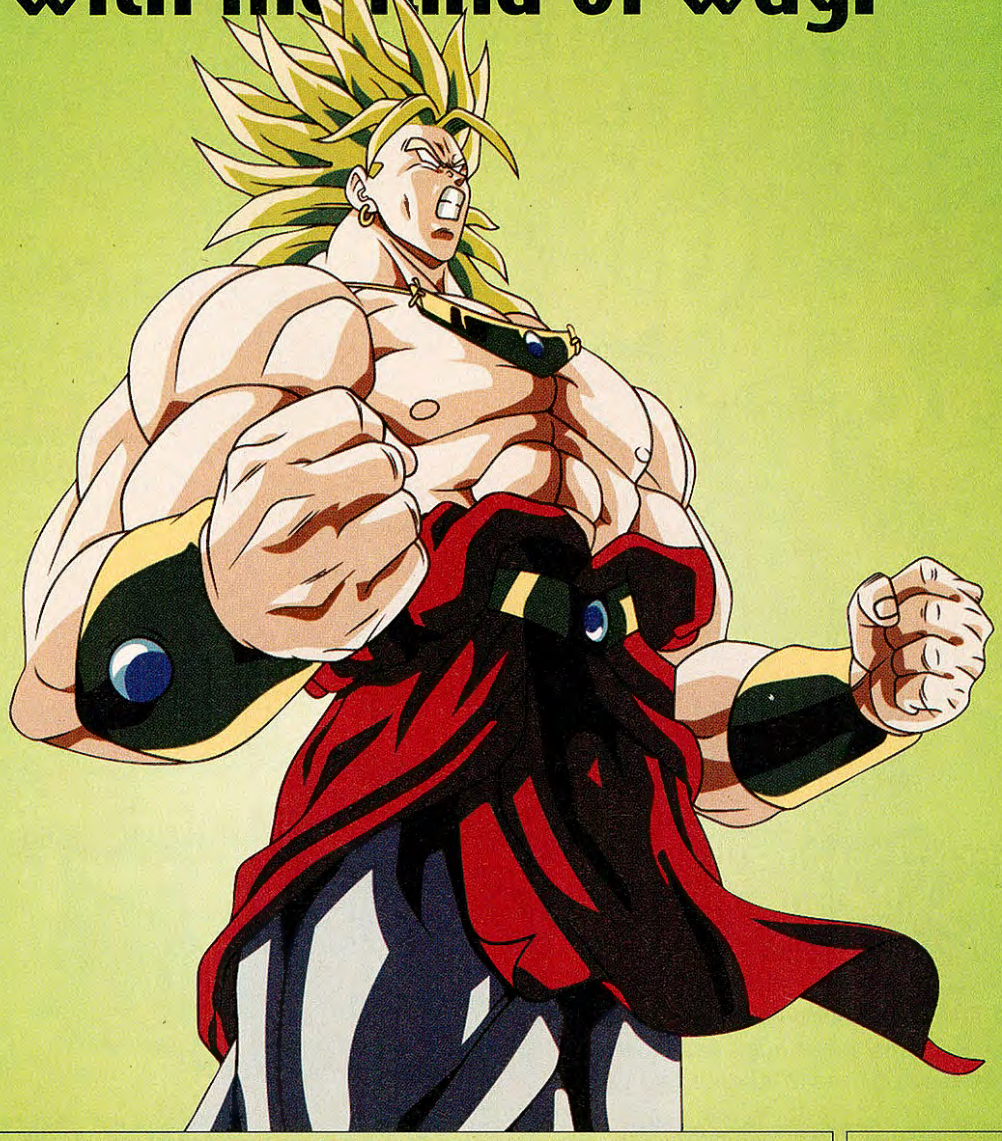

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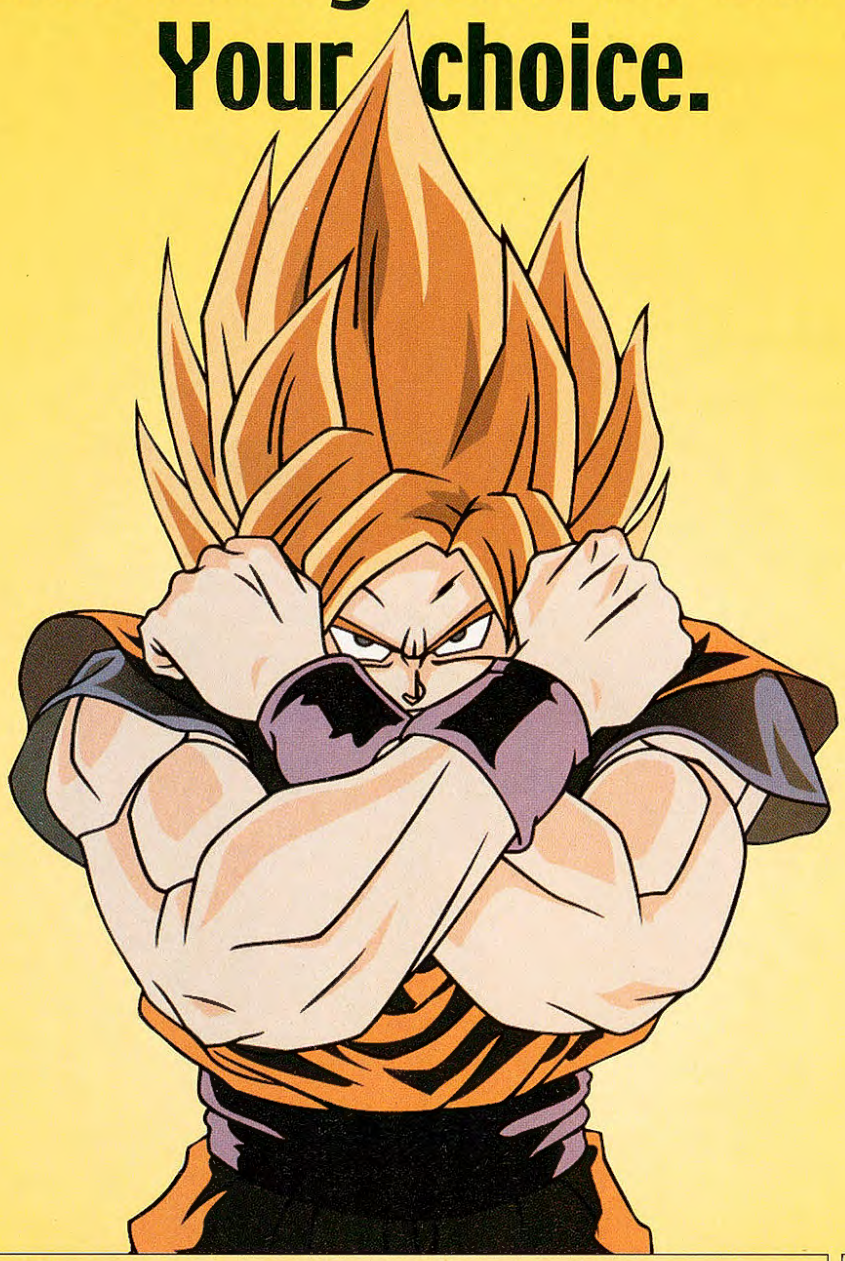

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CONTENTS

VOLUME 174—DECEMBER 2003

GAME STRATEGIES

32 Fire Emblem
Eliwood, Lyn, Hector and the gang get all medieval on your GBA.

40 Tak and the Power of Juju

56 Kirby Air Ride

80 The Hobbit
Riddles in the dark.

94 Disney's The Haunted Mansion

100 Metal Arms: Glitch in the System
What a cute little robot . . . except for the giant rocket launcher.

116 Top Gear Rally

122 Banjo-Kazooie: Grunty's Revenge

130 Onimusha Tactics
Undead warlords are fun for the whole family.

SPECIAL FEATURES

44 Mario Kart: Double Dash!!

50 Mario Party 5
Rock the vote.

62 Kirby Air Ride Comic

68 Metal Gear Solid: The Twin Snakes
Snake? What's happening? Snake?! Snaaaaaaake!!

126 e-Reader Special

32 Why yes, we are a pair of handsome devils.

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44 **Bring the pain, Wario.**

DEPARTMENTS

10 **Player's Pulse**

16 **Power Charts**

20 **Game Watch**

28 **Power On**

30 **Nintendo Online**

74 **Classified Information**
Shhhhhhh. It's a secret.

88 **Pokécenter**

98 **Player's Poll Sweepstakes**
Win a Viewtiful Joe Vespa! Vroooom!

104 **Epic Center**

112 **Arena**

134 **The Crossing Guardian**

138 **Now Playing**

156 **NP 411**

158 **The Nindex**

160 **Next Issue**

80 **Yeah, sure, Gandalf. It'll be a nice, relaxing vacation.**

100 **Heavy metal.**

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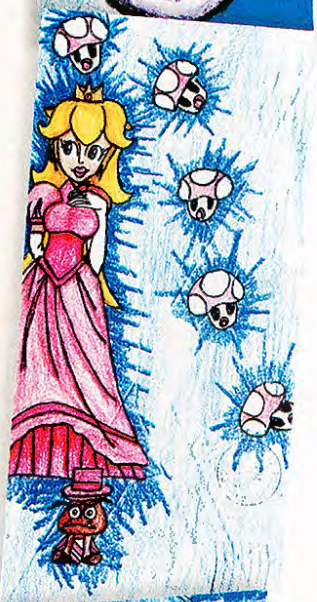

We've got some great game tips, humor, news and even a GCN-miracle story for you in this month's Player's Pulse. Check out pages 11-12 to see which game series your fellow NP readers consider their favorite of all time.

YOUR GAME CURIOSITIES

In Super Mario Advance 4: Super Mario Bros. 3 for GBA, can you choose between Mario and Luigi? I remember in both of the old versions (for NES and Super NES) that you could only be Luigi if you played a two-player game. You can have a two-player game in the GBA version, right?

Pegleg Tricky
Via the Internet

Luigi is in Super Mario Advance 4: Super Mario Bros. 3, and you can play as him two ways: in a two-player game, and in the new one-player e-Reader card levels.

In Animal Crossing when you access your town map, each citizen has the little house logo next to his/her name. However, the color of the miniscule manors differs depending on the character. For example, in my town Portia and Savannah possess purple logos, while Buck and Dizzy have blue ones. While this may suggest a gender theme, Baabra in the next acre has a blue icon, breaking the mold. Is [icon color] just for decoration or does it have some other meaning?

Alex Spanko
Via the Internet

The house-icon color on the Animal Crossing town map reflects what level of land each house is on. Blue houses are on the highland and purple houses on the lowland.

LETTER OF THE MONTH

Animal Crossing is one of the most intriguing and innovative games in history. It is exactly what I look for in a game. One day I read a review in NP for Animal Crossing and I became intrigued. Seeing these nice and colorful pictures of people living with animals and pictures of model rocket ships in a virtual house fascinated me.

I bought Animal Crossing the day it was released. I started to play and made my town, and bought my little house with the green roof. Then I found a little shop called Nook's Cranny and was assigned a few jobs so I could pay off my debt. While completing the jobs that Tom Nook gave me, I came across a villager named Vladimir. He was this little pink bear with yellow hair and a black nose who talked rather roughly. Somehow I took a liking to this small grumpy bear. Little did I know he would become my favorite villager. I would do chores for him and give him gifts, then he would return the favor with a fun new item—much like a person in real life would do!

I loved donating fossils, fish, insects and paintings to the museum. Seeing actual items from real life in a video game only added to the amount of intrigue I have in this game. Animal Crossing brought such wondrous things to my TV screen.

I love collecting things, but I also love sharing my collection with others. Showing friends and relatives my finds in this game fascinates me, and them as well. To see the look on their faces when they see a strange item, such as the Mouth of Truth, puts a smile on my face.

All this I have typed above and more has sustained my interest in Animal Crossing, and will for years to come. I don't care what people may say, but Animal Crossing means a lot to me. You could be amazed by the impact a simple video game can have on you. The amount of love, innovation and hard work put into this game has made a true impact on my life and many other gamers' out there. This game is truly, in my opinion, the greatest game of all time.

You don't find many games out there like Animal Crossing that have such creativity, innovation, spirit and magic. This is something that only the good people at Nintendo could create and I hope that Nintendo makes many more great games!

Michael Swenson
Colorado

I found a secret base while playing Pokémon Sapphire version and I saw that it had holes in the floor in some places. I am wondering, how do you get over those holes?

Anthony Myre
Michigan

There is indeed a way to get over the gaps you see in the floor of some secret bases. You have to buy the Solid Board from the Lilycove Dept. Store when it has a Clear-Out Sale on the rooftop (after you beat the Elite Four).

Is Ubisoft's game XIII pronounced "X-I-I-I" or "eight"? I would really like to know because it looks like a seriously awesome game.

Kathryn Hicks
Via the Internet

Actually, neither. Ubisoft's upcoming title XIII is pronounced "Thirteen" and will be out this Fall. We think it looks awesome, too!

BUILT TO LAST

We had taken our GCN on vacation with us so we could take care of our towns in Animal Crossing. When we were leaving, we had everything packed in the back of our van, including the GCN. However, I didn't close the back hatch all the way. When we were on the road, we stopped to make a turn. During the middle of the turn, all of our stuff fell onto the road. I thought our GCN would not survive the drop. But when we got home, we tried it out. Thankfully, it still worked perfectly! The only thing it got from the fall was a couple of scratches on the top. I just have to say, you guys make a sturdy, durable system!

Silverbolt
Via the Internet

JUST FOR LAUGHS

This letter is for all of the baddies out there. You know who you are! The enemy of the hero, a beast guarding an important item, or maybe the person or thing that is trying to take over or destroy the world. These are a few tips to give all of you a few good swipes at your enemy, the hero:

Tip #1: Be big! You know what they say, "The bigger the better!" Twenty times the size of the hero should do it, give or take a few magnifications. Also, use your size to your advantage—stomp on them! Crush them with your own pure weight! That'll knock a few hearts or energy off their life span!

Tip #2: Don't leave items lying around your dungeon that will help the hero defeat you or even get near you. Take out all of the keys in your dungeon. If you are a big lazy boss that just likes to fight and do nothing else, have some of your thugs do it! The hero won't even be able to get to you if he or she can't get through a locked door! Or, if you want to defeat the hero and stop the threat of your destruction, leave all the keys where they are, but take out the new weapon that the hero will get and use to destroy you with! If you are a boss that has only two hands and a big head, and if you are shot by arrows in the hands and in the eyes, your weak point is exposed—take away the hero's new weapon! Then the hero will not be able to inflict damage on you. Knock 'em flat!

Tip #3: Don't expose your weakness or weaknesses. If you manage to conceal your "hurt spot," then you don't have to worry about your size or the amount of keys and new weapons in your dungeon. You can just hack away at the hero without any worries.

Tip #4: Install locking mechanisms on the door that the hero enters through. If you don't do this, the hero can just grab the item you are guarding and high-tail it out of your room! That isn't a good thing.

Tip #5: Have massive-damage-inflicting weapons. This way, it will only take one or two big booms to kill the hero. Missiles work well, but freezing, burning and poisoning weapons also do the trick.

Tip #6: Get thugs. Lots of thugs. Use any type of beast or machine to your advantage. Let them do your dirty work for you! All you have to do is watch them defeat, or at least hurt, your enemy.

After you baddies complete these tasks, the hero won't stand a chance! Happy hunting!

I=Me
Dark Lair Somewhere

Help! In the game Animal Crossing, I'm being stalked! Someone is sending me letters that tell me that they know what I want most, that they watch me when I sleep and they watch me when I'm taking a walk. Also, weird postings have been showing up on the bulletin board. I thought Kiethton was safe! What in the name of Tortimer is going on!?!

Brittany Thomas
Michigan

It sounds like you have yourself a secret admirer! Don't worry, your town is safe.

WHAT'S YOUR FAVORITE VIDEO-GAME SERIES?

My favorite game series of all time is the Legend of Zelda series. What other series has a hunky, blonde-haired, blue-eyed Hylian who makes the girls swoon at first sight? Link, by far is the most valiant, courageous character I have ever played in my lifetime, from Ocarina of Time to Oracle of Seasons to Wind Waker. Princess Zelda, in any form, has far more grace and beauty than Princess Peach herself! What makes it the greatest series ever is its clever puzzles and strange bosses. No other series compares to the crazy magic of Koume and Kotake, the vile wrath of Volvagia or the best of all: beating Ganondorf/Ganon into a small pulp of black blob!

Heidi "Sailor Nova" Renken
Massachusetts

The best series for me is no doubt Final Fantasy. It started out on the Nintendo [systems] and now it's coming back! It couldn't get any better. I like the series so much because of the storyline. So many twists and turns—they always keep

me on the edge of my seat. It always seems to push every system to its limits. So many items, characters and extras to find in every one of them. It's hard not to spend 100 hours (for me at least) on a single Final Fantasy game!

Timothy Taylor
Via the Internet

I would have to say my favorite series is the Metroid series. It has provided me with hours of fun-filled Metroid-freezing!

William
Texas

My favorite series would be Banjo-Kazooie. It brought me what I've always wanted—gameplay with variety in it. The variety of levels, humor and sound was stunning. Then along came what I consider one of the greatest games ever—Banjo-Tooie. Unlike most [sequels], it followed exactly after the previous one. It opened up with a wondrous cinema scene which told me this was to be the best one yet. The hilarity that followed was unmatched in any game at an "E" rating. Gruntilda Winkybunion is the best surprise in a game ever! I applaud Rare on their efforts to bring me not only some of the greatest game music, jokes, and graphics, but also insight on what a true gaming experience should be.

Mark Newton
Via the Internet

I especially like the Advance Wars series. In both games War Room and Campaign mode were really fun, and with versus mode and link mode I can have even more fun with my friend Jake.

Dan Drabiak
New York

My favorite game series is Kirby! I have all the Game Boy Kirby games. The only Kirby game I haven't played is Kirby's Dream Course. To make a long story short, Kirby is the best game series ever!!! I want to give a shout out to my Kirby-crazed friend, Andrew! Kirby rules!!!

Aaron
Via the Internet

We love how enthusiastic Kirby fans are!

Without a doubt, the Harvest Moon series is the best ever for me. Since the first time I read about the original on the Super NES, I was hooked! It never gets old trying to explain to people how fun it is despite it being farming. The depth of things you can do is amazing! From marrying to having kids to participating in festivals and oh so much more—it's different every time you play. Not to mention embarrassing moments like after a hurricane in the third year; I was amazed to see that none of my grass or fence was damaged, but as I was about to leave the farm [I thought] "Where's my greenhouse?!?" [In] what other game series can you can you say something as strange as that? With the upcoming release of A Wonderful Life and Friends of Mineral Town, I'll be sure to spend countless hours playing both and making sure to link the two together.

Rich Osmer
Via the Internet

There is no video game series that I love more than the Mario series. The creativity involved in every game, the imaginative world, the classic comedy, it's all just too much. The whole concept is just so wonderfully imaginative. Two plumbers—not knights, not mutant superheroes, but instead, two humble Italian plumbers—are the heroes who always save the princess. There's also all the intricate hidden storylines within the series that no one notices.

Johannes Rodpotong
Via the Internet

By far, the best game series of all time is the Pokémon series. It has puzzles, strategy and the cute different kinds of Pokémon. With all of these different attractions, no wonder Pokémon became such a global hit! Not to mention the added bonus of being able to choose the gender of the main character! With every new game that has been made, they have improved party structure, storage options and even the backpack and [the main characters' other packs].

Danielle Boyd
Idaho

My favorite series of all time is EarthBound because this game has got some of the coolest characters, rad places and the storyline of the series was funny in some parts, but serious in others. When it comes to being an EarthBound fan, you just keep playing until you beat Giygas. Not only does it have the best ending, but it gives the fans the potential to be heroes!

Jinzocris13
Via the Internet

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WRITE AWAY, RIGHT AWAY

Wow, it's already that time of year again! Time sure flies when you're playing your favorite games. So, how did you do last year on your New Year's gaming resolutions? What are your gaming goals for this year? Gaming resolutions could be for a game you have or a game you're looking forward to. Send your responses to the addresses listed in the 411 section on page 156.

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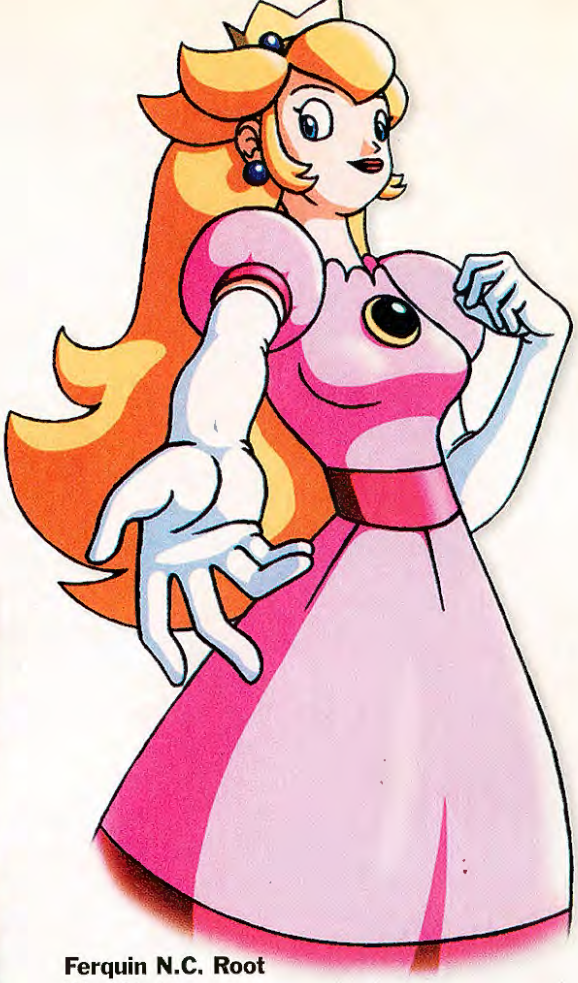
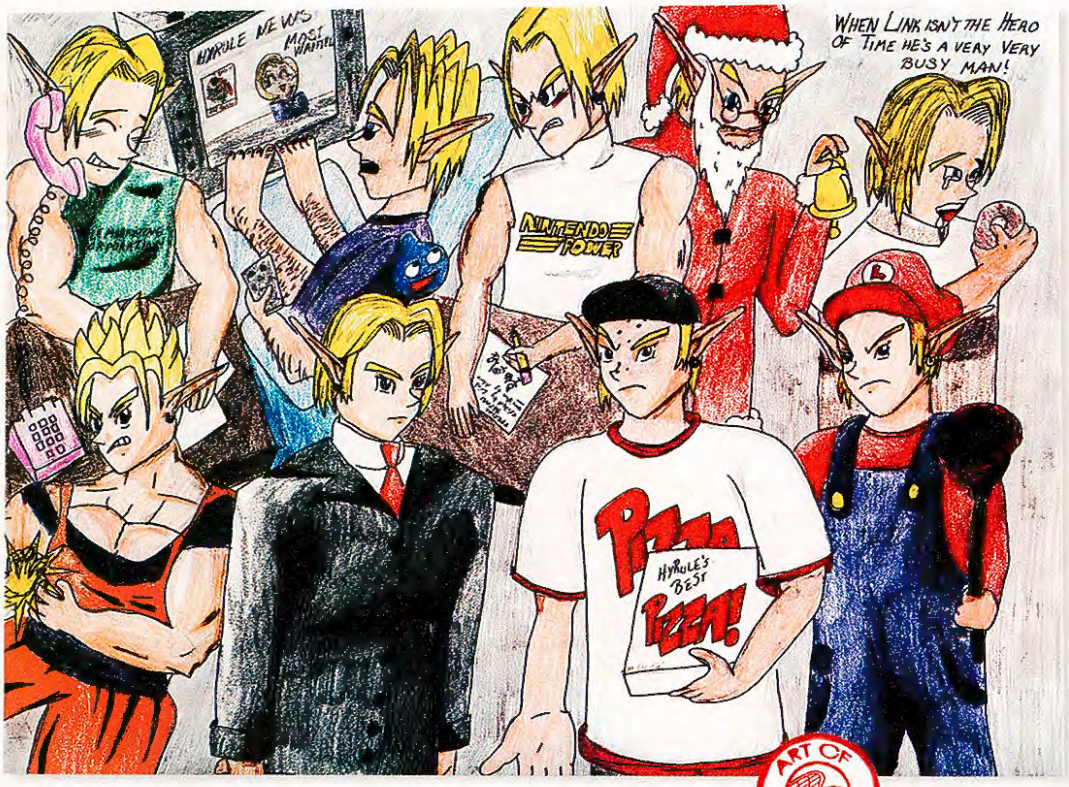
PLAYER'S PULSE ARTIST'S GALLERY

Joe Tarantelli • New York



Ferquin N.C. Root
Washington



Dolly Van Fossan • Minnesota

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Megan Beck • Washington

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Wizards of the Coast

POWER CHARTS. 174

Nintendo GameCube

There are quite a few new entries on both lists this month. Soul Calibur II rockets to the top of the sales charts, while Mario Kart: Double Dash!!, Beyond Good & Evil and Freedom Fighters all debut among the NP Krew's top 10.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	SOUL CALIBUR II	•	1
2	MARIO GOLF: TOADSTOOL TOUR	1	2
3	MADDEN NFL 2004	•	1
4	F-ZERO GX	•	1
5	SUPER SMASH BROS. MELEE	4	20
6	THE LEGEND OF ZELDA: THE WIND WAKER	2	5
7	SONIC ADVENTURE DX: DIRECTOR'S CUT	3	3
8	MARIO PARTY 4	6	10
9	WARIO WORLD	5	3
10	SONIC ADVENTURE 2: BATTLE	7	15
11	BACKYARD FOOTBALL	•	1
12	GODZILLA: DESTROY ALL MONSTERS MELEE!	10	8
13	SEGA SPORTS NFL 2K3	•	1
14	HARRY POTTER AND THE CHAMBER OF SECRETS	•	3
15	SPIDER-MAN: THE MOVIE	17	8
16	DISNEY'S FINDING NEMO	13	4
17	MEGA MAN NETWORK TRANSMISSION	9	3
18	ENTER THE MATRIX	12	4
19	METROID PRIME	11	9
20	ANIMAL CROSSING	15	11

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	VIEWTIFUL JOE	1	6
2	FINAL FANTASY CRYSTAL CHRONICLES	3	2
3	MARIO KART: DOUBLE DASH!!	•	1
4	BILLY HATCHER AND THE GIANT EGG	6	4
5	BEYOND GOOD & EVIL	•	1
6	FREEDOM FIGHTERS	•	1
7	SOUL CALIBUR II	2	6
8	TIGER WOODS PGA TOUR 2004	7	2
9	F-ZERO GX	4	4
10	*STAR WARS* ROGUE SQUADRON III: REBEL STRIKE	5	2
11	MARIO GOLF: TOADSTOOL TOUR	10	4
12	MARIO PARTY 5	•	1
13	MADDEN NFL 2004	12	4
14	GLADIUS	8	2
15	TRUE CRIME: STREETS OF L.A.	•	1
16	TAK AND THE POWER OF JUJU	•	1
17	THE LEGEND OF ZELOA: THE WIND WAKER	13	10
18	SERIOUS SAM	•	1
19	WWE WRESTLEMANIA XIX	20	2
20	NBA STREET VOL. 2	17	7

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	TALES OF SYMPHONIA	GCN	1	3
2	METAL GEAR SOLID: THE TWIN SNAKES	GCN	2	5
3	RESIDENT EVIL 4	GCN	•	6
4	KILLER 7	GCN	3	7
5	HARVEST MOON: A WONDERFUL LIFE	GCN	•	12

KEY:
NINTENDO GAMECUBE
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Comic Mischief

GAME BOY ADVANCE

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Michael, Wal-Mart Customer

NINTENDO GAMECUBE

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Game Boy

The battle of the tactical games continues as Final Fantasy Tactics Advance reclaims the top spot on the Player's Choice chart. One thing is clear: the GBA is quickly becoming the dream platform for RPG and strategy enthusiasts.

KEY: GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	POKéMON RUBY	3	5
2	POKéMON SAPPHIRE	4	5
3	DONKEY KONG COUNTRY	2	3
4	DRAGON BALL Z: THE LEGACY OF GOKU II	1	3
5	YU-GI-OH! WORLDWIDE EDITION	5	4
6	DISNEY'S FINDING NEMO	6	4
7	SONIC ADVANCE 2	8	5
8	POKéMON PINBALL: RUBY & SAPPHIRE	•	1
9	KIRBY: NIGHTMARE IN DREAM LAND	10	5
10	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	•	16

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	FINAL FANTASY TACTICS ADVANCE	2	6
2	FIRE EMBLEM	1	3
3	MARIO & LUIGI: SUPERSTAR SAGA	•	1
4	SWORD OF MANA	•	1
5	HARVEST MOON: FRIENDS OF MINERAL TOWN	7	4
6	SONIC PINBALL PARTY	•	3
7	GOLDEN SUN: THE LOST AGE	•	7
8	GEKIDO ADVANCE: KINTARO'S REVENGE	•	1
9	BOKTAI: THE SUN IS IN YOUR HAND	8	3
10	SHINING SOUL	5	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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Pokémon Channel
Coming Soon

Mario Kart: Double Dash!!
Available Tuesday, November 18

Mario Party 5
Available Tuesday, November 11

WaveBird Wireless Controller

Game Boy Player

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

While Aragorn treads the Paths of the Dead and Gandalf prepares Minas Tirith for war, Frodo and Samwise steal into Mordor seeking the Crack of Doom. EA brings the greatest epic of all time to Nintendo GameCube.

THE SPOTLIGHT

Tony Hawk's Underground

Activision ramps up for the release of the biggest Tony Hawk extreme skateboarding action game ever. We've got it covered.

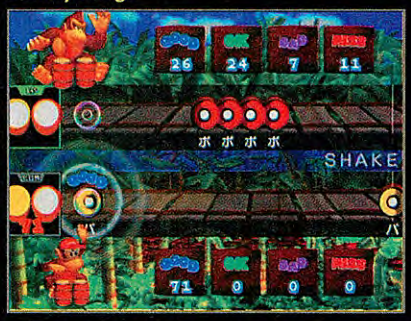
Prince of Persia: The Sands of Time

Ubisoft pulls some magic out of its hat with a stunning Nintendo GameCube revision of an old-school classic. It's a prince of a game!

True Crime: Streets of L.A.

Gritty street action comes to Nintendo GameCube from Activision. It's dangerous out there, but you'll be heavily armed. Go-go-go!

Donkey Konga



Donkey Konga for GCN is tuning up to tame Nintendo's big ape, because nothing soothes the savage beast like a good beat.

Star Wars: Flight of the Falcon

Take the controls of the *Millennium Falcon* and give the Imperials a run for their money. Just remember to use The Force!

Ultimate Card Games

Before there were trading card games there were dozens of traditional card games, and Telegames packs many of them into UCG.

THE GAMING NEWS FOR DECEMBER 2003

THE DEAL OF THE CENTURY!

If you haven't bought a Nintendo GameCube yet, now's the time because Nintendo recently slashed the price to a suggested $99 U.S., which means that for less than $100 you can play the best exclusive games available for any console. So break that piggy-bank and cash in on the best gaming deal of the century.

PLAYER'S CHOICE LIBRARY EXPANDS

In addition to setting an incredible new GCN price, Nintendo is adding more great titles to the Player's Choice library. Value-priced Nintendo GameCube offerings for $29.99 U.S. now include Metroid Prime, Super Mario Sunshine and Animal Crossing—all award-winning titles from 2002. Pinching pennies has never been so much fun.

MEGA MAN THROUGH THE AGES

Blue Bomber fans have had a lot to cheer recently with new games appearing for both GCN and GBA, but the best is yet to come. Capcom has announced that it is bringing a collection of classic Mega Man games to Nintendo GameCube in February 2004. The Mega Man Anniversary Collection will feature Mega Man 1 through 8 (originally released on NES, Super NES, Game Boy and PlayStation) plus Mega Man: The Power Battle and Mega Man 2: The Power Fighters—two Mega Man arcade games that have never been released in North America. Mega Man's 15th-anniversary celebration also includes updated soundtracks and bonus materials such as original art, anime videos and interviews with the games' producers.

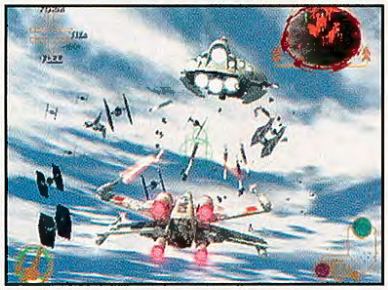
BOND AND PIKMIN 2 COMING IN 2004

News of game delays is often disappointing, but it's worth the wait if it makes the final game more fun, which should be the case with James Bond 007: Everything or Nothing and Pikmin 2 for GCN. Both games are now slated to be released in the first half of 2004. The GBA version of Everything or Nothing is still on schedule to be released before the end of the year.

MUGGLES ON BROOMSTICKS

EA is sponsoring the first Quidditch World Cup Tournament, in which national champions from the U.S. and eight other countries compete to determine the Quidditch world champion. The tournament will use the Nintendo GameCube version of Harry Potter: Quidditch World Cup and will take place on December 21 in the United Kingdom. You can get more magical details at quidditchworldcup.com. And watch out for those pesky bludgers!

THE DOUBLE DASH!! DEAL



Mario Kart: Double Dash!! is a must-play game this fall, but it's not the only great GCN game in town. If you reserve a copy of Mario Kart: Double Dash!! before its release date on November 17, you'll see what we mean—you'll receive a bonus GCN disc packed with playable demos of Mario Party 5, F-Zero GX, Teenage Mutant Ninja Turtles, *Star Wars* Rogue Squadron III: Rebel Strike, Sonic Heroes, special content for Fire Emblem and movies of even more hot titles, such as 1080°: Avalanche, Pokémon Colosseum, Final Fantasy: Crystal Chronicles, Harry Potter: Quidditch World Cup, NBA Live 2004, SpongeBob SquarePants: Battle for Bikini Bottom and Kirby Air Ride! Mario Kart: Double Dash!! truly provides a double dose of fun.

GBA GOES WIRELESS

Sometimes the most challenging part of connectivity is getting connected. Nintendo took a giant step to make that easier by revealing a wireless accessory for GBA that will take the place of GBA Game Link cables. The device (still unnamed) uses high-speed RF technology developed by Motorola, and will be introduced early next year in Japan with two new Pokémon games for GBA. No release date has been set for North America at this time. We'll keep you posted.

GIVE 'EM A HAND

Below is a photograph of a very cool and very different gaming device from Nintendo. What looks like a big Controller is actually the iQue Player—a new gaming system that Nintendo is introducing in China. The iQue is a Controller and console in one. Games are copied onto Memory Cards at retailers and plugged into the iQue like a GBA Game Pak would be. The system is compact and inexpensive, selling for the equivalent of $60 U.S. The iQue was designed to play translated versions of Super NES and N64 games, and new games will be developed for the console in China by Chinese development teams. We think Nintendo's designers deserve a big hand!

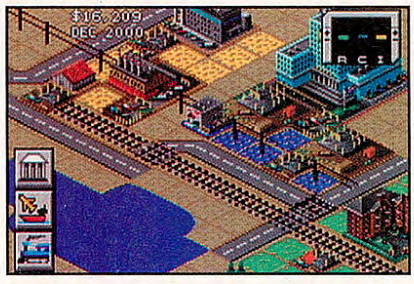
A KINGDOM FOR GBA

What do you get when you combine fantasy role playing with Mickey Mouse and Game Boy Advance? It's not a trick question—you get Kingdom Hearts: Chain of Memories. Square Enix recently announced the sequel to the popular PS2 title, which will be released first in Japan. Check out Epic Center in upcoming issues for more details on the new Kingdom Hearts.

SERIOUS GAMING

If you're serious about shooters, then Gotham Games's Serious Sam for Nintendo GameCube is the first-person blaster for you. Insane numbers of attacking aliens hurl themselves at Sam's big guns everywhere he goes. Serious Speed and Serious Damage power-ups help even the odds when the going gets truly serious. The evil leader of the aliens, known only as Mental, is bent on taking Sam out of the equation. Seriously.

CITY ON THE GO



Urban planning may seem like an odd way to pass the time, but as millions of gamers can attest, SimCity is a blast. Destination Software and EA Games are bringing SimCity 2000 to GBA this fall. The graphics are detailed and the interface is simple. As mayor, you can build a bustling metropolis then flatten it with a rampaging monster and never face a recall vote.

THE LORD OF THE RINGS: THE RETURN OF THE KING

Game Type: Action Adventure
Publisher: EA Games
ETA: November 2003
System: Nintendo GameCube

The War of the Ring reaches its dramatic conclusion in The Return of the King from EA Games. From the victory at Helm's Deep to the Crack of Doom, players will take part in the key battles of the conflict, guiding Gandalf, Aragorn, Legolas, Gimli, Frodo and Samwise on their desperate quests. As in last year's GCN offering, The Two Towers, players earn experience points that translate into upgrades. Within battle scenarios you'll encounter special action locations, where you must complete a particular task to progress. The stirring soundtrack from the New Line Cinema movie pervades the game, and cinema scenes taken from all three *Lord of the Rings* films blend seamlessly with the action. A new cooperative mode lets you battle beside a friend. Overall, The Return of the King is an impressive hybrid of gaming and storytelling. Long live the King!

Gandalf the White wades into battle using moves and magic spells that you'll help him earn.

Dramatic in-game cut scenes drive the action and introduce new missions.

Aragorn cleans out the Paths of the Dead while Legolas cheerleads from the side. Thanks, Legy.

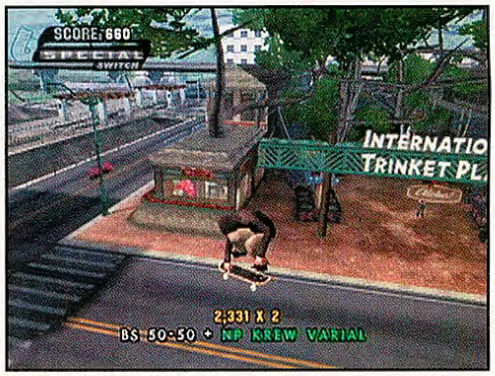
Where's a flyswatter when you need one? The Nazgûl are among the many hazards you'll face.

TONY HAWK'S UNDERGROUND

Game Type: Skateboarding
Publisher: Activision
ETA: November 2003
System: Nintendo GameCube

Activision and the development team at Neversoft have pumped up the action in the latest Tony Hawk extreme skateboarding game. The coolest innovation is the option to create your own skateboarder and your own tricks. The play control is still as smooth as silk, and the soundtrack is one of the best in gaming. Fans of the Hawk dare not miss it.

You can take your skateboarding to the next level by walking and even climbing to new heights.



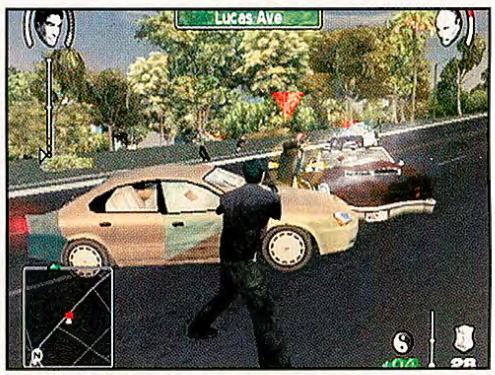
You'll explore areas around the globe, pulling original tricks and earning points.

TRUE CRIME: STREETS OF L.A.

Game Type: Action
Publisher: Activision
ETA: Fall 2003
System: Nintendo GameCube

The City of Angels will be overrun by violent criminal gangs unless Nick Kang steps in to bust the punks. As undercover supercop Kang, you'll drive, fight and shoot your way through the streets and scum of L.A., learning more powerful techniques as you go. There are plenty of cut scenes and branching paths to keep things interesting.

Nick hops into his undercover beater and races around town. The inset map shows where to go.

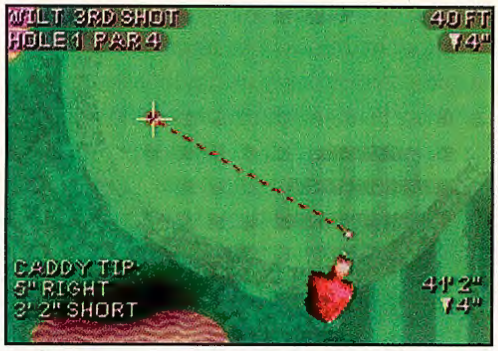


You'll interact with many characters—some good and some bad—while tracking and busting perps.

TIGER WOODS PGA TOUR 2004

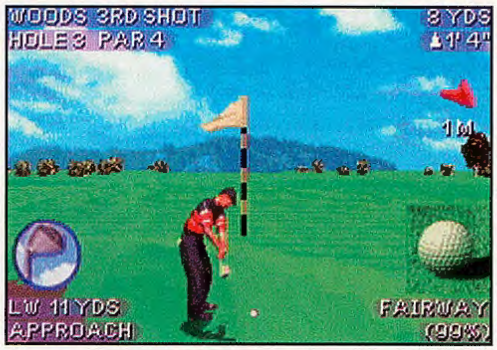
Game Type: Golf
Publisher: EA Sports
ETA: November 2003
System: Game Boy Advance

Tiger swings into action on the GBA this fall with Tiger Woods PGA Tour 2004 from EA Sports. Your tour covers Practice, Career, Tutorial and Versus modes, plus Nintendo GameCube Link mode. Duffers will find the same intuitive swing control that they use in the GCN version of the game. The five courses range from traditional championship links such as St. Andrews and TPC of Scottsdale to challenging fictional courses such as The Predator. Tiger Woods also includes multiplayer options for up to four golfers to pass around one GBA or link their GBAs with GBA Game Link cables. If you own the GCN version of the game, you can transfer credits earned in the GBA version to the GCN version in Career mode. It's a lot of game in a little Game Pak.



Set up the distance and direction of your putt before sinking the shot. Your caddy gives advice.

Check out the hole before swinging away. You can adjust the direction and switch to another club.



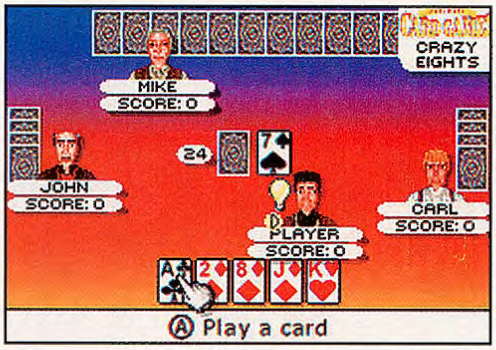
The game chooses a club for each shot, but you can override it with your own selection.

Push back then forward on the Control Pad to swing the club and hit the ball. It's cake!

ULTIMATE CARD GAMES

Game Type: Card game
Publisher: Telegames
ETA: Fall 2003
System: Game Boy Advance

Telegames has created a great collection of card games for GBA. The graphics are crisp and surprisingly creative, with changeable backgrounds and a design-a-player mode. The collection includes Canasta, Blackjack, Bridge, Crazy Eights, Cribbage, Euchre, Gin Rummy, Go Fish, Hearts, Poker, Spades and 15 Solitaire games. Talk about a great deal!



The colorful layout is easy to understand, and there are complete instructions for every game.

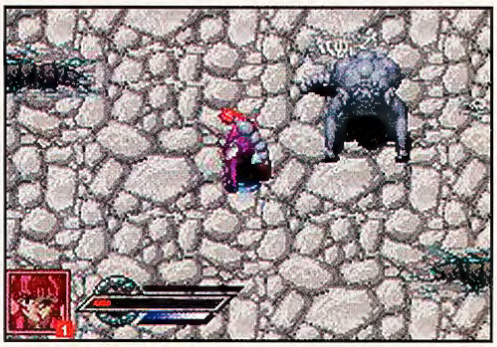
You can earn new backgrounds then play a game of Solitaire while relaxing in the tropics.

YU YU HAKUSHO: SPIRIT DETECTIVE

Game Type: Action Adventure
Publisher: Atari
ETA: Fall 2003
System: Game Boy Advance

Yusuke Urameshi must use his superpowers to battle evil and prove that he's worthy to return to the world of the living in the first GBA game based on the *Yu Yu Hakusho* anime series. Fans will enjoy stepping into the roles of favorite characters such as Yusuke, Kuwabara, Kurama, Hiei, Botan and Kayko, using special abilities, attacks and weapons and gaining levels as they progress. The action covers 20 levels and boasts cut scenes, boss battles and plenty of fighting action.

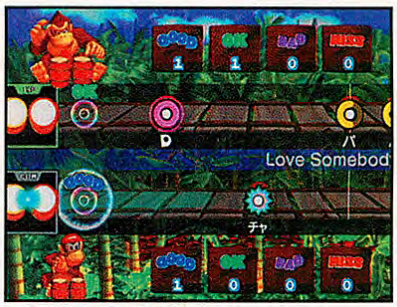
The artistic style of the cut scenes takes a page from the anime series. The game also uses environmental effects such as rain and smoke.



The action takes place in three-quarter perspective adventure scenes like the one shown above and side-scrolling battles.

DECEMBER GALLERY

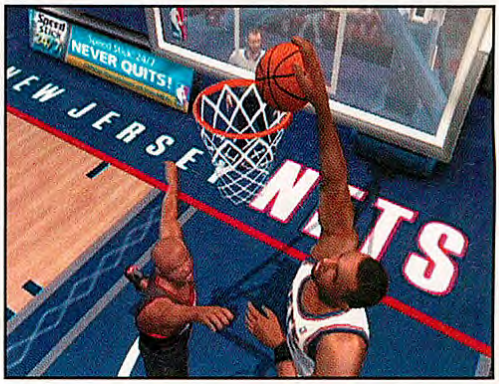
We have screen shots from across the spectrum of gaming this month—you won't want to miss the first published pics of Donkey Konga or the stunning views of Prince of Persia for GCN—but our exclusive interview with Spawn's creator, Todd McFarlane, is the hands-down highlight.

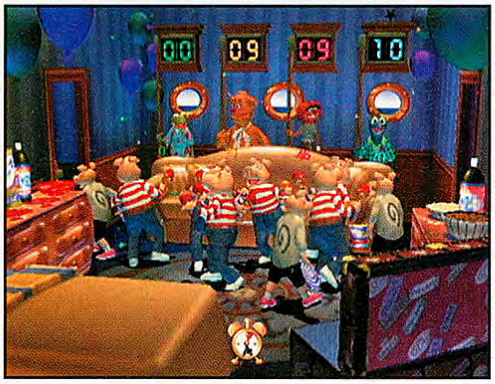


Donkey Konga
Donkey Konga will bring musical action to GCN with seven game modes, 32 songs and a special Konga drum controller. Players beat out rhythms and clap their hands in time with the music. No release dates have been announced, but DK will play first in Japan.

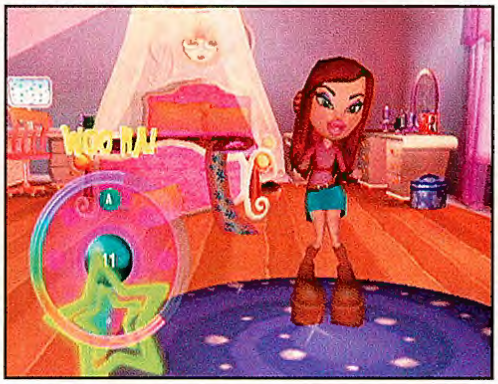
***Star Wars*: Flight of the Falcon**
Impressive graphics and sound highlight THQ's space shooter for GBA. The *Millennium Falcon* takes center stage in the Rebels' battle against the Galactic Empire, but a mix of space and terrestrial missions keeps things interesting.

NBA Live 2004
EA Sports has included everything to keep hardcourt fans happy—new animations, polished AI, upgraded defensive controls, highly detailed player models and Marv Albert and Mike Fratello calling the action. Players can even see how they match up against the best teams in history, such as the Chicago Bulls of the '90s.

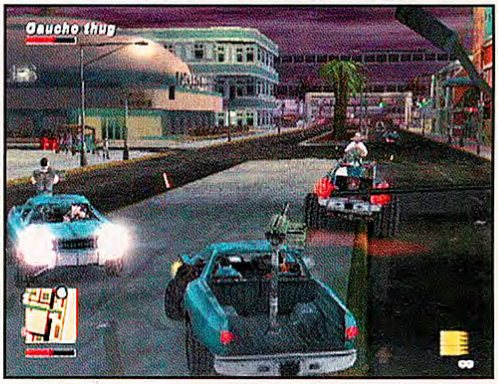




The Muppets' Party Cruise
Kermit and crew take to the high seas for a ton of board-game fun. The ship's decks are awash in great Muppets dialogue and quirky minigames.



Bratz: Formal Funk
The Bratz girls are on a mission to prep for the prom. You'll shop for fab fashions at the mall and help Claudia model the latest styles.

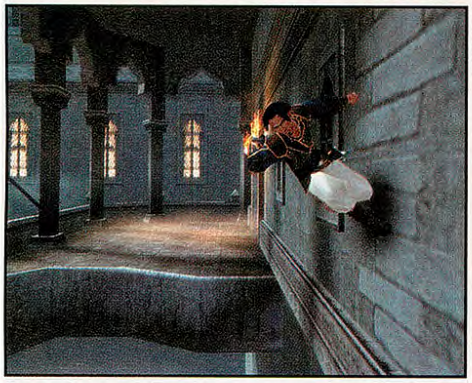


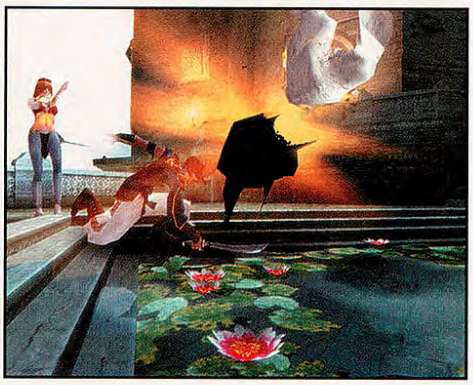
RoadKill
Classic rock and heavy artillery in a postapocalyptic world make for scary road rage in Midway's RoadKill for GCN. You'll be driven to destruction.

Looney Tunes: Back in Action
Daffy Duck and Bugs Bunny are up to their ears in trouble in EA Games' action game based on this year's animated Warner Bros. film.

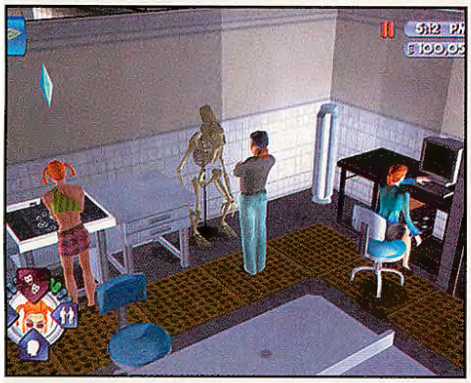
Green Eggs and Ham by Dr. Seuss
NewKidCo brings the wonderful world of Dr. Seuss to GBA with a video board game for up to four youngsters.

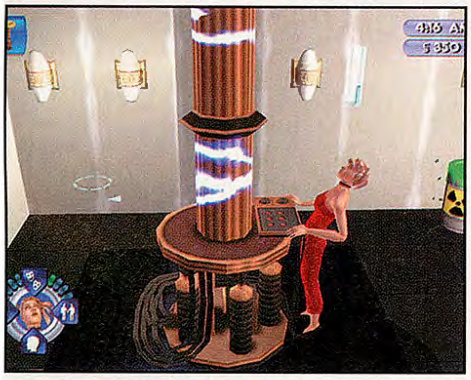
American Idol
Aspiring stars can take the stage to impress Simon, Randy and Paula in a simple rhythm game from Codemasters. Rock on!

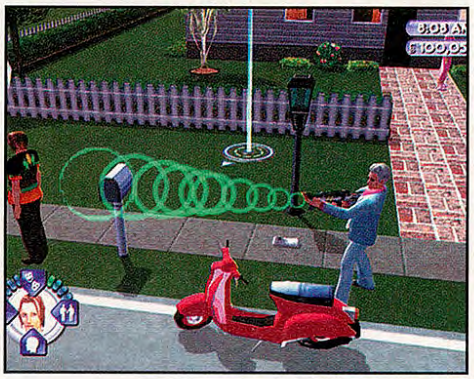




Prince of Persia: The Sands of Time
The stunning graphics in Ubisoft's adventure Prince of Persia: The Sands of Time are just the beginning of the praiseworthy elements in the game. The story is compelling and the game play is intense.







The Sims: Bustin' Out
The Sims are returning to GCN with an expanded world and lots of GBA connectivity. The new game features new ways to get around, more outrageous characters and lots of goals and rewards.

TODD MCFARLANE

The colorful creator of Spawn talks to Game Watch about comic books, games and monsters.

GW: What are some of your inspirations for the Malebolgia character?

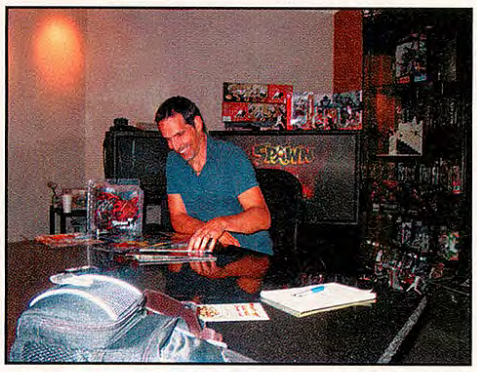
TM: I created Spawn when I was in high school, and he had this mark on his chest. At that time superheroes were very traditional-looking—Superman, Batman—you had your cape, you had your belt, you had your boots, you had a chest plate, you know, the standard superhero stuff. So I invented Spawn [in] about 1977, but he actually came out as a comic book [character] in 1992, and most of the story elements [from] when I was in high school... stayed: he has the mask, and he still has the cape, and I got a little bit racier by making the chains a little bit longer and putting some skulls on him and a couple of spikes. I wanted to make him a little more like a badass biker. Spawn came out at a time when the X-men were in vogue at Marvel, and those costumes were sort of anti-superhero costumes—you don't have masks anymore, and it was all about getting decked out in black, and putting pods all over yourself so you look like a commando....

You can tell I invented [my character] about 20 years earlier because he had all these trappings. And on his chest was an M, which was always intended to be an M. I knew that Marvel had a bad character named Mephisto, so I couldn't use that. I was talking with a writer, Alan Moore... [who] was sort of more in tune with literature than I am... and he just came across this great book and it's all about Satan but he's not called Satan, he's called Malebolgia... so it [the name] was from this old...scripture or something...and Malebolgia fits with my M.

GW: Where is the comic going?

TM: He's pretty far away from being a true hero, in the sense that Superman is a true hero. He's just a guy that's got a lot of superpowers, but that doesn't make you a hero. If you were to be hit by a bolt of lightning tomorrow, and you could lift 50,000 tons and fly, would you be a hero? No, you'd just be a very strong flying journalist. It's true. And two years from now, you might be more than that, but all of a sudden, just because you can lift a building and fly, it doesn't mean you're going to have the answer to the Middle East. A year from now, you may have figured out something, you may be able to use your powers for good, but to me, being like a hero or a superhero, it's actually a job.

Superman always bugged me... because he was built perfect from the get-go. He never said a wrong word, he never let his emotions get away



with him, but Spawn is like you and I—he says a little more than he should, lets his emotions get away from him, and now what he has to learn is [does he have] the goods to. . .be a hero? So the question is, will Spawn ever get to the point where he's a true hero? The quest for that answer is way more interesting than whether he. . . gets there.

GW: What is it like working on a video game?

TM: I deal with so many different mediums, and they all have their own set of rules, so that it's tough to compare them. Comic books have their own set of rules, same with video games. If that means we have to ignore what we've done in comic books or movies, fine. I've run into the situation where I'm the guy who wants to ignore things more than anybody else in the room. Everybody wants to pay homage to [the comic], but I say, no, that worked with comic books, but we're not doing comic books. We're doing a video game here. . . . I look at this video game as trying to develop so someone who has never seen Spawn or heard of Spawn to think this is a cool game. They just go, "I don't know who this guy is, but this guy Spawn, he's cool!" I don't know why you'd want them to be all the same, in fact. Because then there is no surprise.

GW: Is Necrid going to become a comic book character?

TM: No, he was designed for the purpose of being a cool video game character.

GW: Do you play video games?

TM: I've got three young kids, so I don't play that many games with them. We have a hectic life, but when we do play it's usually Super Mario or Donkey Kong. . . but [as for] all the games the big boys play? I don't have a life where I can go, "Children! Wife! I'm taking three hours and going to my room to play a game." I used to be not much of a gamer but then the kids would say, "Dad, I'm playing Donkey Kong, can you help me?" I'm like, "yeah, yeah, yeah," and then, "KIDS! GO TO BED!" and then I was like Donkey Kong, trying to jump over the big barrels. To me, the two big things I look at in a video game is how does it look when it's not moving, and is it fun to be in this world—the ambience, if you will—and the other one is, how are the characters moving, and is there enough playability that will make it fun?

GW: Is there going to be a Spawn 2?

TM: We're just hoping that this goes over big enough, so we can say we're not showing you all our aces. I never want to be known as a guy whose best work was 10 years behind him. The car chase and blowing up buildings, that's the easy part. To actually care about the characters. . .that's the tough part. They always go, "That guy's a good action writer." Well, I can write action in my sleep. What I can't write is two stunning characters like those five writers over there (gestures to the Todd McFarlane Entertainment writers). The reason why I liked Planet of the Apes or Alien is the same reason why the next generation likes Jurassic Park—the next evolution of the monster.

GAME WATCH FORECAST

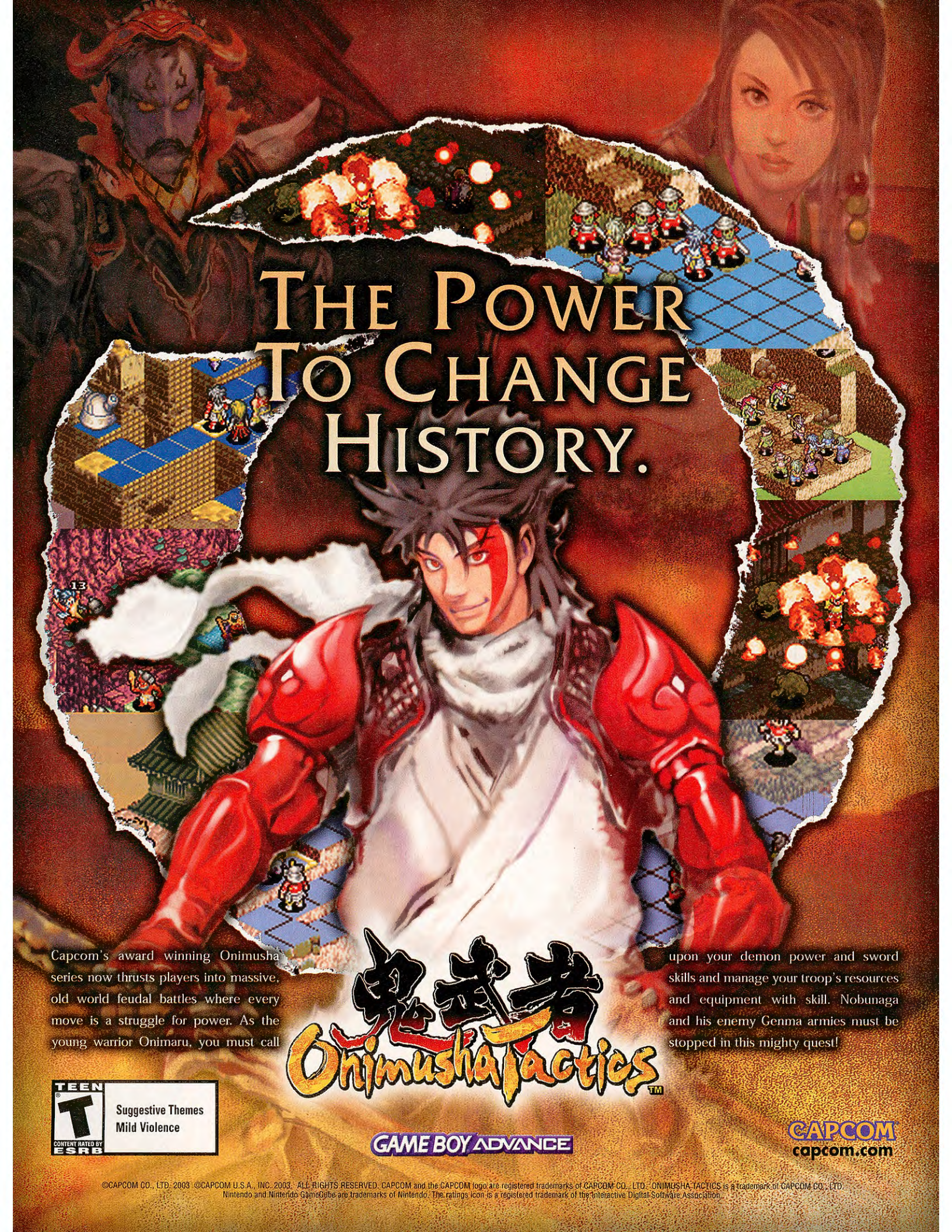
NINTENDO GAMECUBE

1080°: AVALANCHE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: JET FUSION
BAD BOYS II
BATMAN: RISE OF SIN-TZU
BEYBLADE: SUPER TOURNAMENT BATTLE
BEYOND GOOD & EVIL
BIONICLE: THE GAME
BOMBERMAN JETTERS
BRATZ: FORMAL FUNK
CARMEN SANDIEGO: TO TRACK A THIEF
CHIBIROBO
CONAN: THE DARK AXE
CRASH NITRO KART
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DISNEY'S HIDE & SNEAK
DRAGON BALL Z: BUDOKAI
DUNGEONS & DRAGONS HEROES
EXTREME FORCE: GRANT CITY ANTI-CRIME
THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES
FIFA 2004
FINAL FANTASY: CRYSTAL CHRONICLES
FREEDOM FIGHTERS
FREESTYLE STREET SOCCER
FROGGER'S ADVENTURES: THE RESCUE
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GEIST
GO! GO! HYPERGRIND
GOBLIN COMMANDER: UNLEASH THE HORDE
GOTCHA FORCE
HARRY POTTER: QUIDDITCH WORLD CUP
HARRY POTTER AND THE SORCEROR'S STONE
HARVEST MOON: A WONDERFUL LIFE
THE HAUNTED MANSION
HE-MAN: DEFENDER OF GRAYSKULL
THE HOBBIT
HOT WHEELS: WORLD RACE
I-NINJA
JAMES BOND 007: EVERYTHING OR NOTHING
JIMMY NEUTRON BOY GENIUS: JET FUSION
JUSTICE LEAGUE
KILLER 7
KNIGHTS OF THE TEMPLE
LOONEY TUNES: BACK IN ACTION
THE LORD OF THE RINGS: THE RETURN OF THE KING
MARIO KART: DOUBLE DASH!!
MARIO PARTY 5
MARIO TENNIS
MEDAL OF HONOR: RISING SUN
MEGA MAN ANNIVERSARY COLLECTION
METAL GEAR SOLID: THE TWIN SNAKES
MIDWAY ARCADE TREASURES
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MONSTER 4X4: MASTERS OF METAL
MTV'S CELEBRITY DEATHMATCH
THE MUPPETS PARTY CRUISE
NARC
NBA BALLERS
NBA LIVE 2004
NEED FOR SPEED UNDERGROUND
NFL BLITZ PRO
NFL STREET
ONE PIECE: TREASURE BATTLE
PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION
PIKMIN 2
PILLAGE
PITFALL HARRY
POKéMON CHANNEL
POKéMON COLOSSEUM
PRINCE OF PERSIA: THE SANDS OF TIME
R: RACING EVOLUTION
RAINBOW SIX 3: RAVEN SHIELD
RESIDENT EVIL 4
RESIDENT EVIL: CODE VERONICA X
RIBBIT KING
RISK
ROADKILL
ROCKET POWER: ZERO GRAVITY ZONE
ROGUE OPS
SCALER: THE SHAPE SHIFTING CHAMELEON
SCOOBY-DOO!: MYSTERY MAYHEM
SERIOUS SAM
SETTLERS
SHREK 2
THE SIMS: BUSTIN' OUT
SONIC HEROES
SPAWN
SPHINX AND THE SHADOW OF SET
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM
SSX 3: OUT OF BOUNDS
STAR FOX
STAR WARS ROGUE SQUADRON III: REBEL STRIKE
STARCRAFT: GHOST
STREET HOOPS
STREET KINGS
STREET RACING SYNDICATE
THE SUFFERING
TAK AND THE POWER OF JUJU
TALES OF SYMPHONIA
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY: THE WAR OF THE WHISKERS
TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW
TONY HAWK'S UNDERGROUND
TRUE CRIME: STREETS OF L.A.
UNITY
URBAN FREESTYLE SOCCER
WORLD CHAMPIONSHIP POOL 2004
XIII
XGRA—XTREME G RACING ASSOCIATION
X-MEN LEGENDS
YU-GI-OH!: THE FALSEBOUND KINGDOM

GAME BOY ADVANCE

A SOUND OF THUNDER
ACTIVISION ANTHOLOGY
AERIAL ACES
AMERICAN IDOL
BALDUR'S GATE: DARK ALLIANCE
BATMAN: RISE OF SIN-TZU
BEYBLADE: ULTIMATE BLADER JAM
BIONICLE
CARTOON NETWORK SPEEDWAY
THE CAT IN THE HAT
CORVETTE
CUSTOM ROBO GX
DISNEY'S BROTHER BEAR
DISNEY'S THE LION KING 1-1/2
DISNEY'S PARTY
DOUBLE DRAGON ADVANCE
DRAGON BALL Z: TAIKETSU
DR. SEUSS GREEN EGGS AND HAM
DR. SEUSS: THE SEUSSATIONAL JOURNEY
FAMITSA ADVANCE
FIFA 2004
FROGGER'S JOURNEY: THE FORGOTTEN RELIC
GEKIDO ADVANCE: KINTARO'S REVENGE
GEM SMASHERS
HAMTARO: RAINBOW RESCUE
HARRY POTTER: QUIDDITCH WORLD CUP
HARVEST MOON: FRIENDS OF MINERAL TOWN
THE HAUNTED MANSION
HOT WHEELS: WORLD RACE
HYPERSPACE DELIVERY BOY
JAMES BOND 007: EVERYTHING OR NOTHING
JUSTICE LEAGUE CHRONICLES
KINGDOM HEARTS: CHAIN OF MEMORIES
LADY SIA II
LITTLE LEAGUE BASEBALL WORLD SERIES
LIZZIE MCGUIRE: ON THE GO!
LOONEY TUNES: BACK IN ACTION
THE LORD OF THE RINGS: THE RETURN OF THE KING
MARIO & LUIGI: SUPERSTAR SAGA
MARIO GOLF
MEDAL OF HONOR: INFILTRATOR
METAL SLUG ADVANCE
METROID ZERO MISSION
MISSION IMPOSSIBLE—OPERATION SURMA
MONSTER TRUCK MADNESS 2.0
MUCHA LUCHA!: MASCARITAS OF THE LOST CODE
NEED FOR SPEED: PORSCHE UNLEASHED
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE: GRAND BATTLE
OPERATION: ARMORED LIBERTY
OZZY & DRIX
PAINTBALL
PITFALL HARRY
POWER RANGERS: WILD FORCE
RADIUM
RIVER CITY RANSOM ADVANCED
RIVER KING
ROAD RASH: JAILBREAK
SCOOBY-DOO!: MYSTERY MAYHEM
SHINING SOUL II
SHREK 2
THE SIMS: BUSTIN' OUT
SIMCITY 2000
THE SIMS: BUSTIN' OUT
SONIC BATTLE
SONIC PINBALL PARTY
SPEED BALL 2: BRUTAL DELUXE
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM
SPY MUPPETS: LICENSED TO CROAK
SPYRO: ATTACK OF THE RHYNOCS
SSX 3
STAR WARS: FLIGHT OF THE FALCON
THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
SWORD OF MANA
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TIGER WOODS PGA TOUR 2004
TINY TOON ADVENTURES: SCARY DREAMS
TOM & JERRY IN INFURNAL ESCAPE
TONY HAWK'S UNDERGROUND
TOP GUN: COMBAT ZONES
ULTIMATE CARD GAMES
ULTIMATE TABLE GAMES
ULTIMATE WINTER GAMES
WALT DISNEY'S ALADDIN
WIZARDRY: THE SUMMONING
WOODY WOODPECKER IN CRAZY CASTLE 5
WORLD REBORN
X-BLADEZ: INLINE SKATER
XYANIDE
YU-GI-OH!: THE SACRED CARDS
YU YU HAKUSHO: SPIRIT DETECTIVE

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST


THE POWER TO CHANGE HISTORY.
Capcom's award winning Onimusha series now thrusts players into massive, old world feudal battles where every move is a struggle for power. As the young warrior Onimaru, you must call upon your demon power and sword skills and manage your troop's resources and equipment with skill. Nobunaga and his enemy Genma armies must be stopped in this mighty quest!
鬼武者
Onimusha Tactics™
TEEN
T
CONTENT RATED BY ESRB
Suggestive Themes
Mild Violence
GAME BOY ADVANCE
CAPCOM
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SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.

We've heard of road rage, but parking lot rage?

YOUR SCREEN TEST CAPTIONS

Our line was: That's right, Keith, those Gators are hungry. It looks like the luck of the Irish has pretty much run out.

It appears that Florida has forgotten about the game and just gone on a feeding frenzy. *—Tim Johnson*

It's a Gator-raid!*—Clark Nielsen*

I can see the zipper on that thing! Oh wait, no I can't... Ahhhhh!!!*—elemental_dragon*

They're after me lucky charms!*—George Lange*

This is just one of the side effects of Gatorade that the Government chose not to reveal to the public . . .*—Lola Weaver*

WE AREN'T MAGICALLY DELICIOUS!!!!*—Unkle Coaken*

No, we said see you later, alligator.*—Harold Case*

The leprechauns learned the hard way that gators sometimes DO migrate as far as Ireland.*—Axlebender97*

Crikey! Look at 'em go! Everyone knows that crocs and leprechauns are natural enemies!*—Steve Geiger*

Hey! You took our gold! What more do you want?*—BlueFalcon1081*

THAT ZELDA GAME

When he's not playing Fez on *That '70s Show*, actor Wilmer Valderrama likes to play such video games as GoldenEye 007, Resident Evil and The Legend of Zelda: Ocarina of Time. We asked the star of the upcoming horror movie *Cursed* to critique Nintendo's latest Link, The Legend of Zelda: The Wind Waker.

When the last Zelda came out, Danny [Masterson, one of his That '70s Show *costars] and I played it for three months straight. So I was really excited to start playing this new one. First off, the story itself is intriguing, and the way it's set up at the beginning, with the back story of what's going on, it just makes it seem like it's going to be really cool. Controlwise, the game is pretty easy to figure out. Plus I'm playing it with the WaveBird, and that's all right with me. I wasn't too into how you have to go back and forth in the boat; that just takes so long. I was also hoping that Link was going to look more like he does in Soul Calibur II. He could still be a kid—I just want him to look like a badass. Some of the monsters are pretty wild, and I really liked the temple where you get the new sword because you have a lot of enemies to fight. Most of the bosses were also cool; fighting them was my favorite part. I like that you don't just run in and kill them, that you have to look around the environment and figure out how to beat them.*

Thanks for your take on The Wind Waker, Wilmer. Games sure have changed a lot since the days of Pong in the '70s!

PUT ON YOUR GAME FACE

In last month's Power On you saw a candid photo of the NP Krew with their game faces on. Now it's your turn. Scan your favorite game face, put it on a digital photo of yourself and e-mail it to poweron@nintendopower.com. We'll print our favorite picks!

MASTER YOUR QUIDDITCH™ SKILLS
AT HOGWARTS.™

Keep Up with Kirby Air Ride

kirbykirbykirby.com

Kirby's website brings you all the latest from the pink phenomenon's world—it changes constantly. Now the site's gulped down Kirby Air Ride, and has been revamped to bring you big details on Kirby's new game!

The Kirby Air Ride section of the website will be crammed with details about the three-in-one GCN game. Strategy tips, screen shots, movies—it's all in there!

The Machine Showroom will reveal how to unlock more Air Ride vehicles. Check in throughout October and November to learn how to unlock every Air Ride machine.

Using Kirby Air Mail, you can send an e-mail to challenge a friend to a racing duel. After he responds with his own moves, you can watch a movie that shows your duel!

The Most Super Site Ever

supermarioadvance.com

Nintendo's website devoted to all things Super Mario Advance just got a whole lot bigger. Its recently launched Super Mario Advance 4 section highlights the game's classic features—like details about the near-legendary Magic Whistle and Tanooki Suit—as well as the title's breakthrough use of e-Reader cards. If you didn't take the plunge into one of Nintendo's most beloved games back in its original heyday, check out supermarioadvance.com and learn why it's one of the must-own GBA games of 2003!

Ready, Set . . . Sapphire Cup!

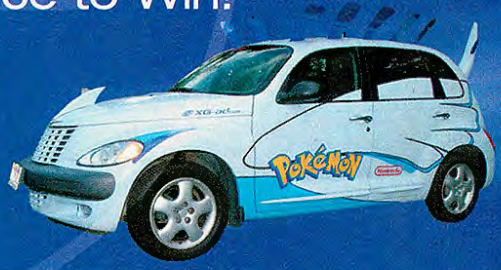
f-zero.jp

The worldwide F-Zero championships head into their second phase—the Sapphire Cup—from October 23 through November 23. To convert your F-Zero GX Sapphire Cup time into an Internet-ranking password, use the Sapphire Cup button-presses shown below while on the Records screen for Time Attack Sapphire Cup. Visit f-zero.jp for more details.

My Nintendo = Your Chance to Win!

nintendo.com

Don't forget to check your My Nintendo pages at nintendo.com every week through January 26, 2004, to see if you've won the weekly My Nintendo sweepstakes. You could receive one of many fantastic Nintendo prizes! Not a member? Sign up at nintendo.com—membership is free!



My Nintendo members have a chance to win one of many weekly prizes such as Pokémon-e TCG decks. On January 26, 2004, we'll give away the megaprize—the Pokémon Lugia PT Cruiser!

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE SUBSCRIBER-ONLY CHAT!

THEN PUT THEM TO THE ULTIMATE CHALLENGE.

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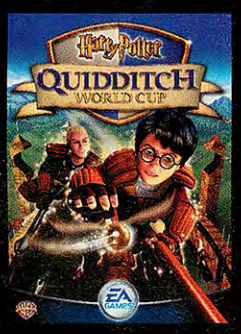
QUIDDITCH WORLD CUP



For the first time, you can play complete Quidditch™ – the favorite sport of witches and wizards. Master every position, stadium and ball. Take your house to victory at Hogwarts™ and then compete in the ultimate challenge – the Quidditch World Cup. Choose from any one of 9 national pro teams and bring home the Cup. It's fast. It's thrilling. And now, you can experience it all.

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EVERYONE
E
CONTENT RATED BY ESRB

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NINTENDO GAMECUBE™ → GAME BOY ADVANCE

EA GAMES™
Challenge Everything™

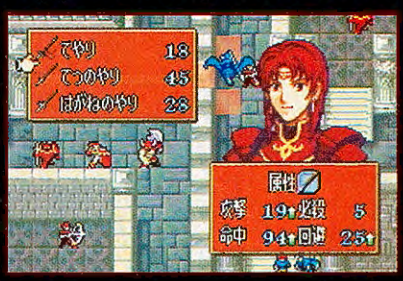
FIRE EMBLEM™

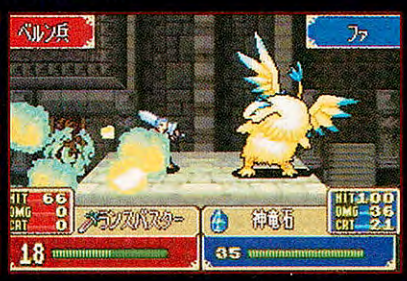
Nintendo and Intelligent Systems release a fantastical tactical epic on the Game Boy Advance.

Attention armchair tacticians everywhere—Nintendo has brought the newest installment of its vaunted Fire Emblem series of strategy RPGs to U.S. shores! Unravel a skillfully spun story and bond with your army of colorful characters as you battle through chapter after chapter of tactical bliss. Sharpen your steel, rally your forces and defend your honor!

A Long and Fiery Tradition

Until now, Fire Emblem games have been available only in Japan, where the series is wildly popular. The latest Fire Emblem, developed by the makers of Advance Wars and available in the U.S., is the seventh game in an epic saga that began 13 years ago on the NES. The new Fire Emblem has a story that makes it an ideal entry point for U.S. gamers, and if you've played Super Smash Bros. Melee and fought with Marth or Roy, you've already had a taste of Fire Emblem!





EVERYONE
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CONTENT RATED BY ESRB
Violence

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STRATEGY WITH A STORY

Fire Emblem splits the difference between role-playing and strategy, offering the best of both genres in one steel-clashing epic. The story that unfolds through 70 chapters featuring intense tactical battles is full of plot twists and turns. Over time, the characters under your command will become like family.

Variety of Objectives

Mission objectives are knit tightly into the story. Not every mission requires you to defeat an enemy army—for instance, you'll encounter missions that task you with defending a castle or protecting an innocent civilian. In some missions, it's a struggle simply to survive until help arrives!

The Four Phases of a Fire Emblem Chapter

BEGINNING CHAPTER STORY

Each chapter begins with a cinema scene in which the characters advance the ongoing story. This scene will usually set up the background for the mission ahead.

PREPARATIONS

In the Preparations screen, you choose which characters to use in the battle, manage your party members' inventory, scout out the map and consult your fortune-teller.

BATTLE

Your troops are suited up and prepped for battle—it's time to prove your strategic mettle. Take the battle to the enemy!

END CHAPTER STORY

Once you've completed your mission objective, more of the intricate plot will be unraveled. You'll get a chance to learn more about the personalities of your troops as they interact.

ASSEMBLE YOUR ARMY

The number of troops under your command will increase over time as new characters join your party. Some will leave and come back in later chapters, and others will join you only if you convince them to follow you—stay sharp and look for new recruits.

Easy Come, Easy Go

As the story unfolds, new characters will rally behind your cause and join your growing army. During your adventures, characters will sometimes leave for their own reasons. One of the unique (and most unforgiving) features of Fire Emblem is the way the game handles character defeat—if a character loses all of his or her hit points and falls in battle, the character will be permanently eliminated!

Persuasion Is Mightier Than the Sword

Violence isn't always the best option—by using the Talk command, you can sometimes persuade powerful enemies to join your party. You can also persuade some neutral characters to join you.

Show Some Class

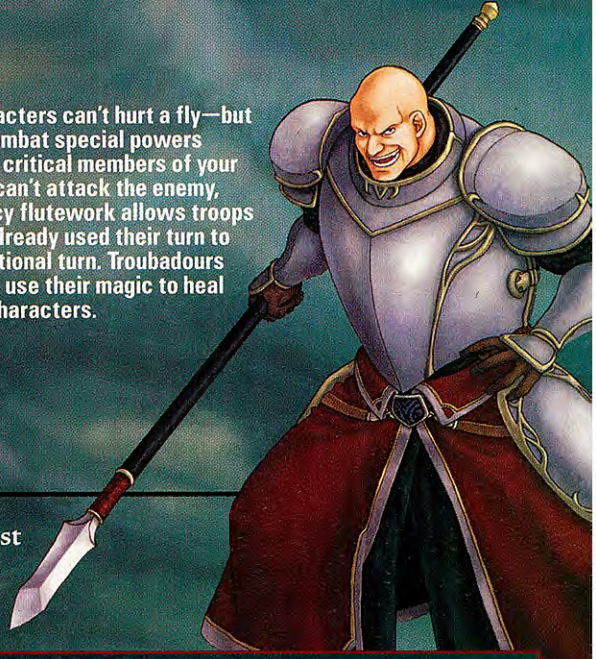
As your troops conquer the enemy, they'll earn experience and gain levels. Each time they level up, their stats will increase. Grizzled veterans at or above level 10 can use special items to upgrade to an elite class. When a character advances in class, his or her stats will increase dramatically. To create the most powerful characters, wait until they reach level 20 before you upgrade their classes.

Multiplayer Link Arena

Up to four players can link up their GBAs and Fire Emblem Game Paks and vie for gladiatorial dominance in the Multiplayer Link Arena. Pick your finest squad of five and fight it out with the best your opponents can throw at you—there's no better way to prove once and for all who's the most fearsome Fire Emblem tactician.

Unsung Heroes

Some characters can't hurt a fly—but their noncombat special powers make them critical members of your team. Nils can't attack the enemy, but his fancy flutework allows troops that have already used their turn to get an additional turn. Troubadours and Clerics use their magic to heal wounded characters.



THE FINE ART OF WAR

Battling your foes may be fun, but a lot of strategy goes into it as well. Don't just fight harder, fight smarter—superior strategists know the strengths and weaknesses of each weapon and character class.

Weapon Triangle

Swords are strong against axes, but weak against lances. Lances are vulnerable to axes, but superior to swords. Axes will best lances, but they're weak against swords.

Trinity of Magic

Light magic gains a bonus against Dark magic, but has a weakness to Anima magic. Dark magic is strong against Anima magic, but is weak against Light magic. Anima magic is powerful versus Light magic, but is vulnerable to Dark magic.

Indispensible Knickknacks

Noncombat items like Torches, Lockpicks and power-ups may not damage the enemy directly, but they'll help your troops overcome obstacles and grow stronger. The items are often crucial to collecting the best treasure, and in rare cases, can permanently increase your characters' stats.

Give Peace a Chance

Your troops can do much more than just hack and slash—try using noncombat commands such as Talk, Visit and Rescue. Use the Visit command when you land on a city or house to enter and meet the people.

The Way of the Weapon

In Fire Emblem, just as in the real world, even weapons made from the toughest materials wear down and break after extended use. Many items have a limited number of uses before they fall apart. Keep your stores well-stocked to ensure that your troops won't go weaponless.

As characters develop and gain skill, their ability to use a weapon will increase based on a letter rating. Only characters who have mastered their weapon classes can use the most fearsome and powerful weapons and spells.

From Way Downtown

Archers, magic users and other ranged-weapon troops can attack units from a distance over terrain and even walls. When they attack non-ranged-weapon troops, the enemy cannot retaliate, but if they attack another ranged troop, the enemy will launch a counterattack.

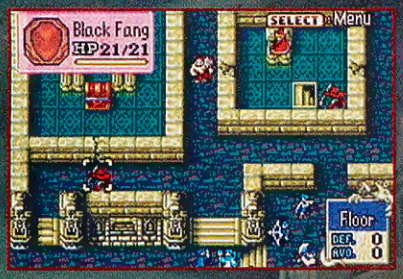
Mounted Mobility

Mounted units have the ability to move a second time after they've performed a noncombat action, such as entering a city. They can move with the remainder of their movement points, but they cannot attack on their second move. Some characters, such as mounted troops, can use Rescue to pick up and defend troops in distress.

READY THE TROOPS

Any great general will tell you that preparation and planning are crucial to a battle's success—take time before each mission to carefully choose and equip your troops, learn the terrain and arrange character formations.

Survey Your Surroundings



Before you enter a battle, you'll have the option to scout the battlefield. Often the terrain will determine which units you'll want to use. For instance, if a map has a lot of mountainous terrain, you'll want to avoid bringing cavalry. From the map screen, you can also arrange the formation of your units.

Field Your Finest

The most difficult part of the planning and preparation phase is often deciding which characters to bring to the field. Consider factors like weather, terrain, types of enemies you'll face and which characters you most want to level up. Choose a balanced mix of character classes, and remember—only the troops that see action in battle will gain experience. Trade between your characters to ensure they are adequately equipped before entering battle.

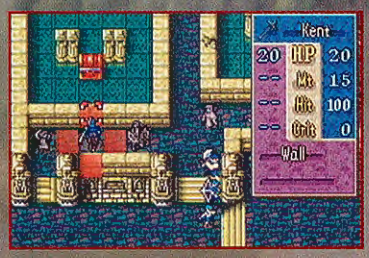
THE BATTLEFIELD

Many of history's most legendary battles were decided by the lay of the land. By taking advantage of terrain and weather, a small group of determined troops can triumph over a vastly overwhelming force. Learn from the past—study your surroundings.

War: Rain or Shine

Foul weather can greatly reduce the movement range of your units, particularly those mounted on horses. On the plus side, the enemy will also be slowed.

Demolish Walls and Infiltrate Doors



Never let a locked door or crumbling wall stand between you and victory! To open a door, you can either use a key to unlock it or use a Thief to pick it with a Lockpick. Keep your eyes peeled for cracked walls; attacking them will pound them into dust, allowing you to rush in for a surprise attack.

Tough Terrain: Your Ally and Your Enemy

The finest tacticians will learn to use terrain to their advantage—environments like forests, hills and mountains provide varying bonuses to Defense and Avoid, often causing your opponent to miss or do little damage. Manmade structures like forts, thrones and gates can heal you at the end of every turn in addition to providing protection.

Gossip with the Locals and Shop till You Drop

Thorough exploration will be handsomely rewarded. Take the time to visit houses and villages, and speak with the locals—you'll often receive items and valuable hints, and you may even add a new recruit to your party. Be sure to stop by armories and vendors to stock up on crucial weapons and supplies.

LYN'S STORY

The story of Lyn, a spirited girl raised by the Lorca tribe on the Sacae Plains, will be the first you delve into. In the first 10 chapters, you'll learn the basics of military strategy. The first seven chapters are tutorial missions—after that, you'll take full control over your forces. More and more of Lyn's riveting story will be revealed as you complete each chapter.

Lyn's Legion

By the time you reach Chapter 7, your small but determined group will have grown to a healthy size. Here's a breakdown of your crew so far.

KENT
Kent is an honorable Knight of Lycia and a Cavalier of considerable strength. He joins your quest in Chapter 1.

SAIN
Like Kent, Sain is a Cavalier and Knight of Lycia. He joins along with Kent in Chapter 1. Use his speed and power to charge opponents.

FLORINA
Though timid and shy, Florina is a Peg Knight who can fly long distances over rough terrain. She joins your party in Chapter 3.

WIL
Wil, a crack-shot Archer, joins you in Chapter 3. He's a valuable addition to the team, offering some much-needed long-range attacks.

DORCAS
Speak with Dorcas in Chapter 4 to convince him to join your side. His bulky muscles allow him to swing an axe with fearsome results.

SERRA
Serra the Cleric joins in Chapter 5. She can't attack enemies, but her healing magic can mend the most dire wounds.

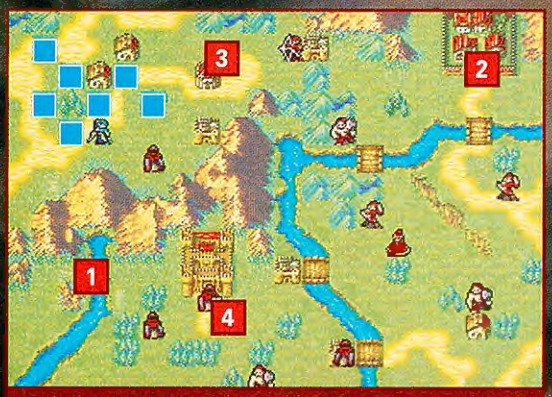
ERK
Entrusted to protect Serra, Erk is a powerful Mage who can flame enemies from a distance. He'll join your quest in Chapter 5.

RATH
The enigmatic Nomad Rath joins your army in Chapter 6. As a mounted archer, he can move great distances and fire from long range.

MATTHEW
Matthew the Thief joins your squad in Chapter 6. His combat skills are weak, but he can open doors and chests with his Lockpick.

Chapter 7: SIBLINGS ABROAD

Chapter 7 is the first mission in which you'll be able to use the Preparations screen to ready your troops for battle. The mountainous terrain is snaked with rivers—use the natural bottlenecks around the bridges to your advantage.



■ STARTING POSITIONS

1 Fell the Tree

Use Florina to fly to the tree to the south and knock it down. An enemy will cross the newly created bridge—dispatch him.

2 Pick Up Some Pure Water

The kind villagers in the town will give you Pure Water, which will raise your Resistance for a short time. Make sure you have space in your inventory.

NILS
Nils is a Bard, so he can't fight—but he has his own talent. Play his song next to someone who has already moved to let him or her move again.

LUCIUS
The Monk Lucius offers his services to help save Ninian. His Light magic is highly effective against the Dark magic of Shamans.

3 VENDOR

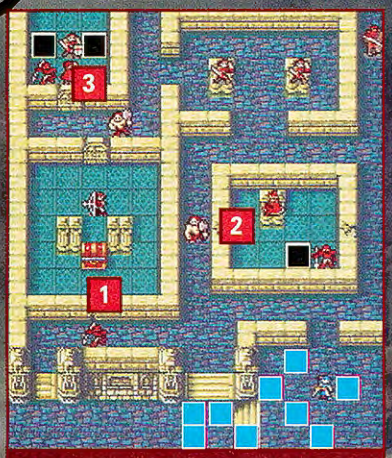
VULNERARY (3)	300
HEAL STAFF	600
FIRE MAGIC	560

4 Squash Heintz

Attack Heintz from the south. Gang up on him with all of your combat troops, and support them from behind with Serra and Nils. You can also try slamming him with Lucius's Light magic.

Chapter 7x: THE BLACK SHADOW

If you finish Chapter 7 within 15 turns, you'll unlock a side quest. In the side quest, you'll help Ninian retrieve her ring from an enemy stronghold. Bring along Wil and magic users—their long-range attacks can damage enemies over walls.

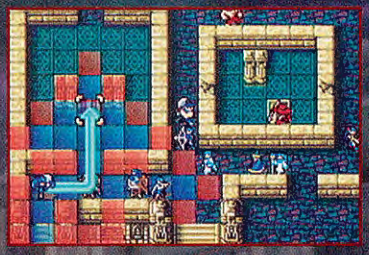


STARTING POSITIONS

ENEMY REINFORCEMENTS

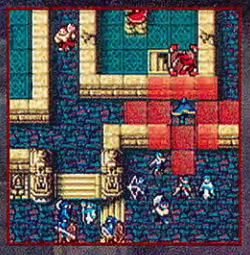
Black squares indicate where enemy reinforcements will appear.

1 Break the Wall



Bust down the crumbling wall early. You want to get Matthew to the chest in the room before an enemy Thief has a chance to snatch the treasure. You'll find a Hammer inside the chest. Use Nils often to squeeze extra turns out of your units. Once you've grabbed the Hammer, fight your way to Beyard.

2 Don't Break



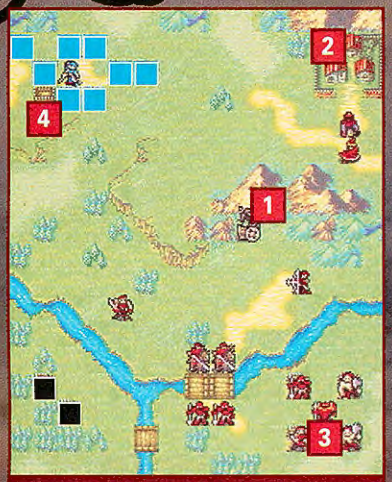
Leave the cracked wall (at point 2 on the map) intact to keep reinforcements from getting to you. Instead, attack with long-range troops.

3 Attack Beyard

Beyard won't move from his room in the northeast. Wait for all of your units to gather together, then mob him with both close- and long-range units. Once he's finished, defate the rest of the enemies to complete the chapter.

Chapter 8: VORTEX OF STRATEGY

Once you've reached the outskirts of Caelin, Lundgren will do everything in his power to stop your advance. Ninian and Nils warn Lyn of danger just in the nick of time, and she narrowly dodges a shot from a Ballista! Matthew has skulked away for a while, so he won't be around to help.



STARTING POSITIONS

ENEMY REINFORCEMENTS

1 Capture the Ballista NP

With its awe-inspiring range, the Ballista can hit your forces from nearly anywhere on the map. Use Kent and Sain to charge down and capture it quickly. Hide your vulnerable troops in the woods. Wil can use the Ballista to attack the remaining enemies.

2 Unsheathe the Lancereaver

Send Lucius and Erk toward the city in the northwest—they'll defend it from marauding enemies with their magic. You'll receive the Lancereaver as a reward for visiting the city. It's a special weapon that reverses the weapon triangle. Trade it to a party member who can make good use of it.

3 Confront Yogi

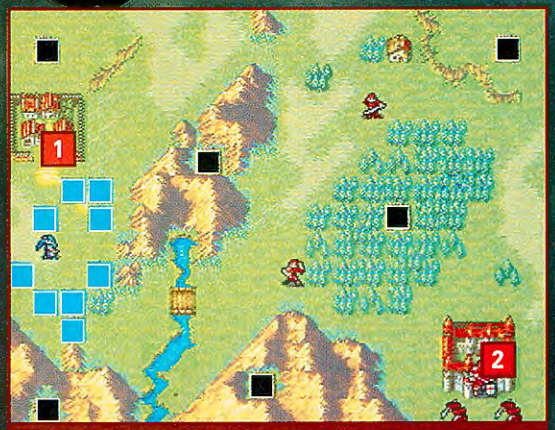
Yogi wields an Axereaver—a weapon that, like the Lancereaver, reverses the weapon triangle. Because Yogi has no distance attack, use long-range attacks against him—he won't be able to retaliate and will stay in his spot. If you want to give Lyn a nice experience boost, finish him off with her Mani Katti.

4 ARMORY

IRON SWORD	460
IRON LANCE	360
IRON AXE	270
IRON BOW	540

Chapter 9: A GRIM REUNION

Enemy reinforcements will swarm out of the mountains and forts that surround you. To make matters worse, fog will soon roll into the valley. Keep your units tightly grouped and crush any opposition as you march toward the boss in the castle—Eagler.



STARTING POSITIONS
ENEMY REINFORCEMENTS

1 Pierce the Fog

Pay a visit to the friendly villagers to receive a free Torch. Use it to cut through the fog and see the enemy troops waiting in ambush. Matthew's sharp eyes can also pierce the fog, but don't send him out unprotected.

2 Assault Eagler

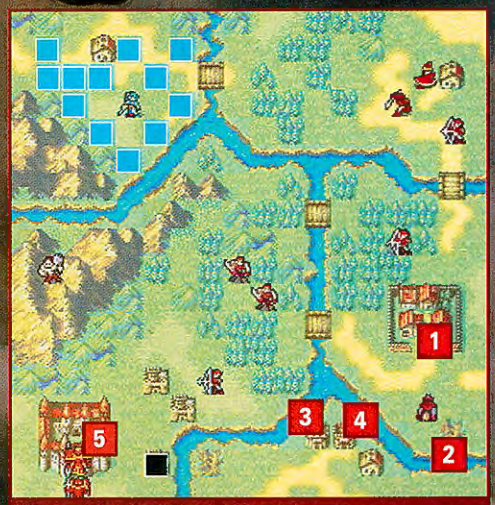
Now that he's a General, Wallace is more than an even match for Eagler—he can handle him alone. Eagler has very strong short- and long-range attacks, so keep the rest of your units at a safe distance. Be sure to heal Wallace if he needs it.

WALLACE

Wallace is a massive Knight wrapped in thick armor. When he joins your party, he'll already have reached a respectable level 10. His Knight Crest will allow him to upgrade his class to General at the start of the chapter. When he's a General, his armor is nearly impenetrable.

Chapter 10: THE DISTANT PLAINS

This is it—the final showdown with Lundgren. It's the last battle in Lyn's story, so use all of your remaining money and items. Rain clouds are on the horizon, and downpours occur periodically, slowing everyone's progress. Fight your way to Lundgren and take your revenge.



STARTING POSITIONS
ENEMY REINFORCEMENTS

1 Grab an Energy Ring

Enter the village to pick up an Energy Ring. It will raise a unit's Resistance by 2. Because Chapter 10 is the last mission of Lyn's story, go ahead and use the ring and any other stat-boosting items you have.

2 Tree-Choppin'

To reach the armory and vendor to the south, you'll need to create bridges by chopping down trees. When you arrive, go wild and spend everything you've got.

3 VENDOR

VULNERARY (3)	300
HEAL STAFF	600
FIRE MAGIC	560
THUNDER MAGIC	700
LIGHTNING MAGIC	630

4 ARMORY

STEEL BOW	720
ARMORSLAYER	1,260
HEAVY SPEAR	1,200
HAMMER	800

5 Lundgren's Last Gasp

You've reached the showdown with evil old Lundgren. Although Lyn would surely enjoy taking her sweet vengeance, use Wallace to take him down in a classic clash of the titans. Lundgren will heal himself, so stock Wallace with Vulneraries to keep him healthy.

ELIWOOD'S STORY

You've taken down villainous Lundgren and foiled his power-hungry plans, bringing Lyn's story to a satisfying end. Eliwood's story is next, and you'll find all the Fire Emblem coverage and strategy you crave in next month's fiery issue!

THEY GOT GUTS...AND BIG BUTTS!

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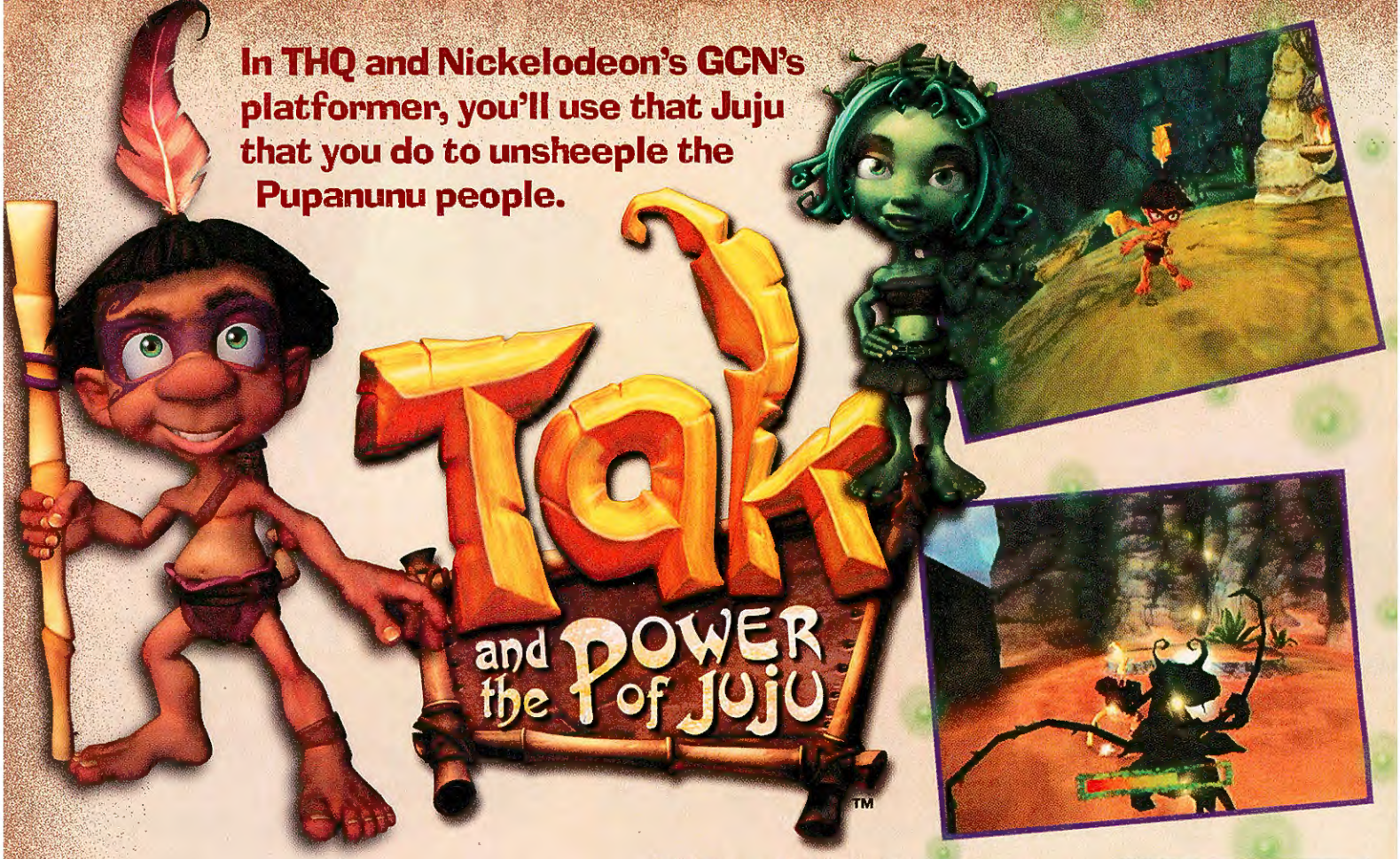
In THQ and Nickelodeon's GCN's platformer, you'll use that Juju that you do to unsheeple the Pupanunu people.



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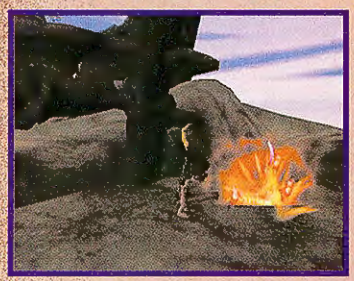
Don't Be Sheepish

In Tak and the Power of Juju, Tak, a warrior with growing mystical abilities, negotiates a deep and varied platform adventure as he tries to save his fellow Pupanunu villagers from Tlaloc, an evil shaman who has turned them into sheep. Tak must also rescue the villagers' benevolent guardian, the Moon Juju, as he explores an exotic landscape, completes miniquests, sticks extreme snowboarding tricks, dons a chicken suit, and hones his magic powers. Along the way, Tak solves puzzles by cooperating with the various animals that he meets, and the Moon Juju's sassy, fairylike daughter, Flora, offers the young Pupanunu plenty of helpful advice.

Feather Your Nest, Pass the Test

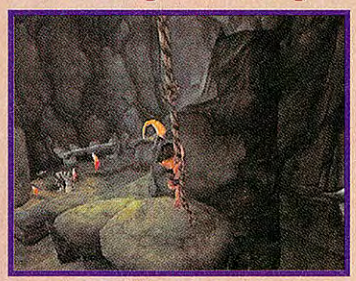
To keep Tak's adventure going, watch the brightly colored feather adorning his pageboy coif—it indicates his health status. Along the way, he'll acquire new powers and weapon upgrades and gather feathers to boost his health and magic levels. Items will keep Tak's health feather a vibrant yellow and help him overcome obstacles and solve tricky puzzles using Juju.

Birds of a Feather



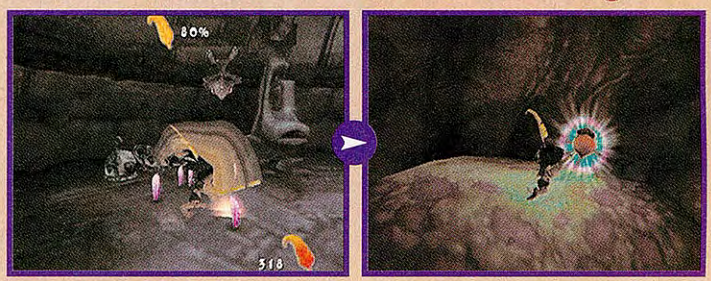
Collect feathers to boost your health and mana; mana fuels your Juju. Feathers appear when you smash items or dispatch enemies.

Humdinger Swinger



Most levels require Tak to negotiate platforms and other obstacles. Use the A Button to leap, swing and pole-vault from ledge to ledge.

Talkin' 'bout Staff ...You're Darn Right



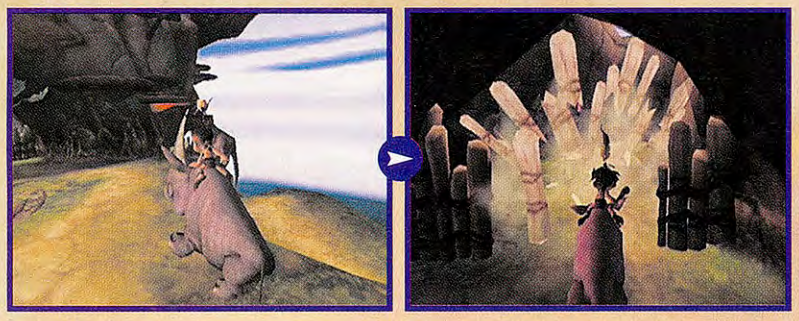
Early in your adventure, you'll trade up from your simple club to a blowgun. It's good for striking enemies, shooting acorns at them and also serving as a pole for vaulting obstacles. You'll eventually snag the Spirit Rattle, which not only allows you to clobber enemies but also to use Juju to cast spells.

Hit a Snag? Hit Up an Animal for Help

Sometimes during your adventure, you may be unsure how to get past a barrier, eliminate an enemy, or reach a distant spot. If you're stuck, check out the animals that may be lurking nearby. They'll often hold the key to overcoming a challenge or solving a tricky puzzle. Be creative: Animals often provide several alternatives for bypassing a particular barrier.

Rhinos

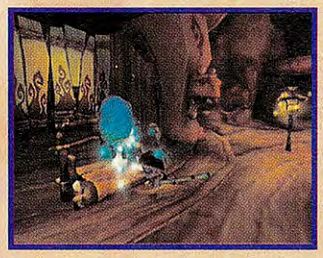
Never Hesitate to Crash a Gate



Riding a rhino allows Tak to blast through barriers and open new areas to explore. Press the A Button to jump on. Use the B Button to whack your steed's haunches and kick it into overdrive. Steer toward any obstacle that seems breakable.

Sheep

Ba-ba Battery



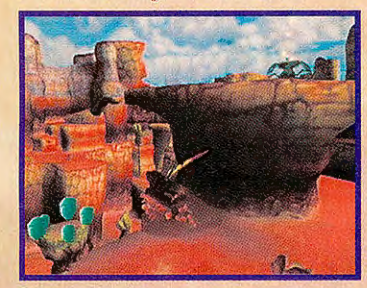
Sure, your friends have been turned into sheep, but they can still help. Conveyor belts will open some heavy doors. Toss a sheep on to raise such barriers.

100% Wool Suit

Use the Y Button to hoist a sheep onto your back. Guards won't recognize you when you're wearing one of your pals. The disguise lets you sneak by.

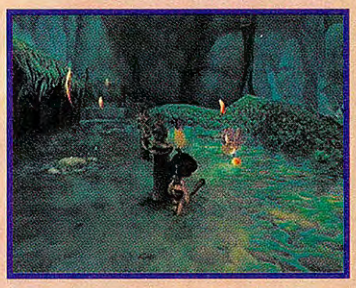
Rams

In Sheep Trouble



Rams won't hurt you, but they will bump you—including up to higher areas. You can't damage rams, so you'll need to go around them.

Distract-a-Rama



The best way to bypass a ram is to distract him with food or a potential girlfriend. Use the Y Button to place a melon or sheep nearby, then run!

Orangutans

An Ape Fling's the Thing

Orangutans will catapult you (and any sheep you're carrying) when you stand on bent palms. Approach an ape to get him to lower the boughs, but don't stand too close or he'll whack you. Use a melon or monkey to move an orangutan to a different tree—one that points where you need to go.

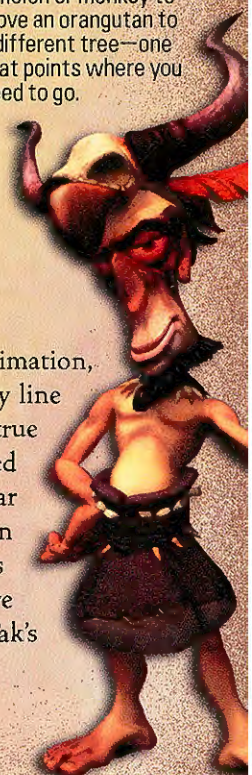
Monkeys

I Don't Make Monkeys, I Train 'Em

When you hit tree-dwelling monkeys with melons or acorns, they'll hurl coconuts at the nearest critter. Tag them, then get away quickly so they lob coconuts at your intended targets, not you. Use them to take out enemies or make orangutans move.

Rock Tlaloc

Tak and the Power of Juju blends cool animation, challenging game play and a sunny story line into a fun addition to the tried-and-true adventure game genre. Its animal-oriented puzzles are what set it apart from similar titles. Its cuteness and funny cartoon sequences will please younger gamers while its many challenges should have adults returning again and again to Tak's bouncy, Technicolor world.



ARSENAL

S.P.E.W.

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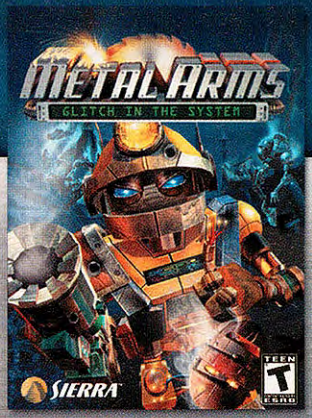
HIJACKING

MULTIPLAYER



Meet Glitch and start blasting away with an arsenal of upgradeable weapons, a fleet of destructive vehicles and the ability to hijack evil bots and program them to do his dirty work. Or take pleasure in pummeling your pals in seven destructive multiplayer modes.

www.metalarms.com

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MARIO KART® Double Dash!!™

The Mario Kart Obsession Returns!

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Double Vision

Mario Kart games have always been about freewheeling fun, and the latest entry—Mario Kart: Double Dash!! for Nintendo GameCube—is the wildest ride yet. The game is so good that we decided to show it to some dedicated kart fans to get their reactions. NP discovered Todd and Buzz while reading their fanzine, The Art of Kart, and decided that they would be the perfect pair to preview the new game. Todd (a.k.a. The Toadster) estimates that he has played more than 12,000 hours of Mario Kart beginning with Super Mario Kart for the Super NES. His best friend, roommate and kart rival, Buzz, dreams of one day opening a restaurant that combines his two great passions—Mario Kart and pizza. We should note that Todd and Buzz were not paid for their comments, and their opinions don't necessarily reflect our own.

The Art of Kart

We began our session by asking the guys what their favorite Mario Kart games were and why. This was before we gave them a chance to play Mario Kart: Double Dash!!

Todd: I'm a purist in most things, but I'm going to surprise the world by choosing Mario Kart 64 as my number-one choice. I had to wait five agonizing years for that game, but it was totally worth it. The new power-slide move and 3-D graphics were so incredible that it blew away the original, even though I love Super Mario Kart and still play it today.

Buzz: Yeah. He was playing it this morning when I got up. I've got to agree that MK64 is an awesome game, but I also go for Mario Kart: Super Circuit for Game Boy Advance. You know how they say you can't take it with you? Wrong! I take Super Circuit everywhere. I've heard a lot about Double Dash!! and I just hope it measures up to the classics.

Mario Kart: Double Dash!! introduces a team element, amazing 3-D graphics, new battle modes and a high-tech LAN (local area network) connection capability. Mario Kart just keeps getting better.

Super Mario Kart introduced console gamers to kart racing. Racers could pick up items to use against their opponents and play head-to-head with another driver. It was very advanced for 1992.

In Mario Kart 64 for the N64, a new power-slide move was added to help drivers burn through corners. Up to four players could join in the racing and battling mayhem.

Double Trouble

After setting our experts loose on Double Dash!! for a few hours, we asked them how they liked having two characters in each kart—the most innovative revision to the new game.

Todd: It's all about split-second decisions. You're constantly swapping characters to pick up items and use them strategically. I love it!

Buzz: Yeah, Todd's a real whiz kid. Me? I like using special items.

In single-player modes, one player controls the two kart characters, switching their positions from driver to passenger by pushing the Z Button. In cooperative races, a separate player controls each character.

Your choice of characters determines the types of available karts and the special items you'll be able to use. Sixteen characters are available at first.

Special items such as Wario and Waluigi's Bob-ombs or Yoshi and Birdo's eggs add new dimensions to the race.

Kart Smarts

Next we asked Todd and Buzz what they thought about the new karts, and as expected, our experts had different outlooks. They both admired the beautifully detailed new vehicles. Todd was so overwhelmed by the Koopa Dasher that he wanted to buy one to drive to work. Buzz pointed out that the kart wasn't real and that Todd didn't actually have a job to drive to. After that, things got ugly.

Buzz: I'm going on record as saying heavy karts are for studs and light karts are for people who forget when their half of the rent is due. Heavy karts can lay the smackdown on other players in collisions, and they have higher top speeds to keep them in the lead. Plus, they look real mean.

Todd: Sure, Buzz. And when your heavy kart is bogged down in the dirt at the side of the track, my light kart will leave you in the dust. Light karts rule: they zip off the line with awesome acceleration, they have less drift on corners and they jump farther. I'd even rather drive a balanced medium-class kart than one of your road hogs.

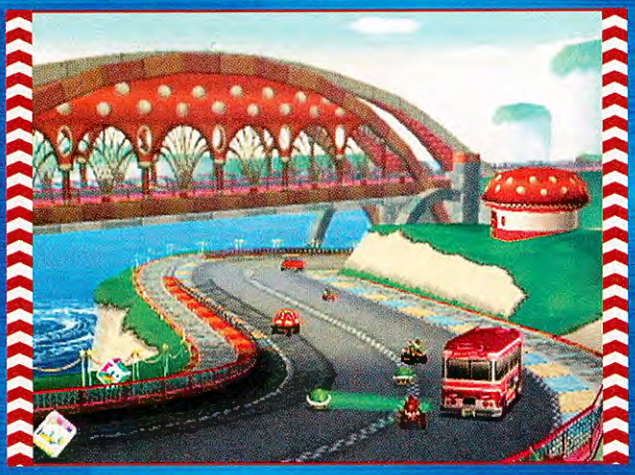
Karts come in light, medium and heavy styles, and kart choices are limited by the weight of the character you choose.

There's a kart for every driving style. You'll unlock hidden karts as you progress in the game.

Mario and Luigi's sleek Red Fire kart is a medium-class vehicle that's perfect for beginners. All karts can perform cool moses such as Rocket Starts, Drifts and Mini-Turbos. The latter is shown above.

Right On Track

Our test-drivers loved the variety of race tracks—short, long, oval, twisting through the mountains or splashing along the beach, with cleverly hidden shortcuts that can put you miles ahead and traps that can leave you floundering in last place.



Double Dash!! has 12 unique courses. The challenge increases as you move from small 50cc karts to larger 100cc and 150cc karts.

Drivers have to avoid obstacles and enemies that will slow them down.

A dash panel combined with a jump can send a kart soaring into the air.

Todd: There are a lot more ups and downs than in earlier Kart games, and more enemies to watch out for. It's really dangerous with all the Chain Chomps, tornadoes, heavy traffic, quicksand, fireballs....

Buzz: Toadster, you get scared by your own banana peels. This game is packed with challenges, not dangers. You need to look for shortcuts and quick routes. You have to know where the items are and where opponents are likely to use them against you. I noticed that the opposing drivers get more aggressive as you move to faster karts. It's awesome.

Dash-Test Dummies

We asked Todd and Buzz to try all of the different Double Dash!! modes, including head-to-head and cooperative two-player modes. Todd and Buzz didn't have any friends other than each other, so your NP Krew members happily filled out the ranks to test the four-player options.

Todd: The big twist on Grand Prix mode is that you can play with a partner in one kart. You really have to plan each move. I didn't stand a chance with Buzz in my kart because he never listens to me.

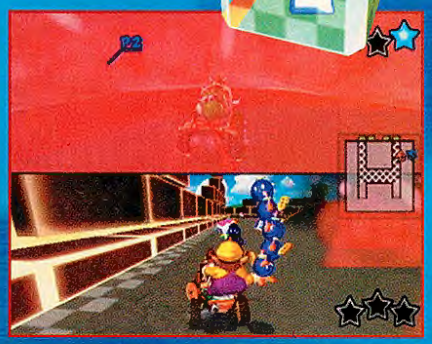
The Grand Prix is a series of three cups, each consisting of four races.

In Time Trial races, you can compete against the ghost of your fastest race.

Buzz: What a whiner. If he knew anything about using items, we would have won. Grand Prix mode is the triple-cheese, stuffed-crust-pizza-with-all-the-toppings mode. The co-op mode makes it even better. I also dig racing against the ghost in Time Trial mode. At least I'm assured of having some *real* competition.

Todd: The reason you can always beat your ghost is because it's so slow! Ha! Gotcha, Buzz. But seriously, I'm all about mastering every track with every level of kart and unlocking extra karts, tracks and characters. I think Double Dash!! will keep me busy for at least another 6,000 hours—give or take a thousand.

Buzz: I'd really love to try the LAN option in my pizza parlor someday. I'd hook up eight GCNs with broadband adapters and eight TVs so everyone had a full screen. I'd also have a Double Dash!! game at every table for split-screen battles. Racing is fine, but the three battle modes—Balloon Battle, Shine Thief and Bob-omb Blast—go better with pepperoni.



Bob-omb Blast is a multiplayer bash. Players each hold several Bob-ombs and try to hit their opponents to score points without being hit themselves.

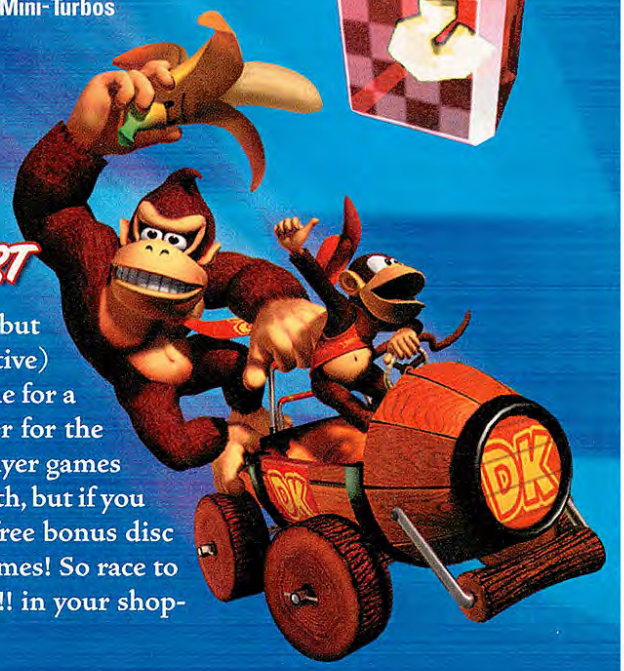
Two to four players enter one of three arenas in Battle mode. In the classic Balloon Battle, the goal is to pop other racers' balloons. The kart with the last inflated balloon wins.

Co-op play requires the two partners to coordinate sliding, activating Mini-Turbos and using items.

It's hard to convey the incredible animation and perfect play control of Double Dash!! in a screen shot, but Diddy and Wario are pretty jazzed about them.

It's in The Kart

Buzz and Todd are sold on Double Dash!!, but if you want another (possibly more objective) opinion, we encourage you to take the game for a test-drive. If you do, you'll discover a racer for the record books, and one of the best multiplayer games of all time. The fun begins on November 17th, but if you reserve a copy in advance you'll receive a free bonus disc with playable demos of other hot GCN games! So race to the store to put Mario Kart: Double Dash!! in your shopping kart.



Tees For Two Giveaway

Leave your mark on fashion by entering our Mario Kart: Double Dash!! T-shirt Giveaway. The first 500 Mario Kart fans to send us their entries will receive a pair of stylish tees like those shown below. Keep one and give the other to a friend, then wear them when you hit the road. We'd love to receive photos of Mario Kart: Double Dash!! partners taking part in fun activities. Use your imagination! We'll publish the best pics in a future issue of Nintendo Power. So don't just sit there dreaming about winning, send in your entry today—you may be on the road to fun and fame!

Mario Kart T-Shirt Giveaway Rules

No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible. Void where prohibited. To enter, print your name, address, telephone number, and the words "Mario Kart Giveaway" on a plain 3.5" x 5" card, and mail your entry to: Nintendo Power, Mario Kart Giveaway, P.O. Box 97063, Redmond, WA 98073-9763. Promotion ends December 1, 2003. The first five hundred (500) eligible entries received will be selected to receive a pair of Mario Kart T-shirts (approximate retail value: $20). Limit one prize per household. Odds of winning depend on the total number of entrants. Many will enter, a total of five hundred (500) will win. Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. Sponsor will attempt to notify winners by mail by 12/15/03. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will be awarded to an alternate winner. Unless prohibited by law, each winner consents to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. For a copy of these rules, or (after 12/15/03) a list of winners, send your request to the address above. Vermont residents may omit return postage. Taxes are winner's sole responsibility. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. By entering, you (and if you are a minor, your parents or legal guardians) release Sponsor and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the giveaway or any prize (including those related to personal injury, death, damage to property, and rights to publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the giveaway at any time if causes beyond Sponsor's control affect the administration of the giveaway or Sponsor otherwise becomes (in its sole discretion) incapable of running the giveaway as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All giveaway materials are Copyright 2003 by Nintendo of America Inc. Sponsor is Nintendo of America Inc., Redmond, Washington.

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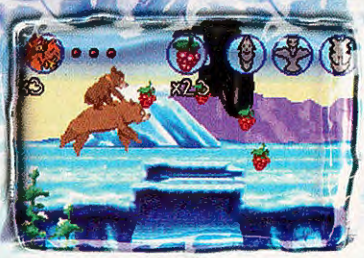

Race, jump and slide as Kenai and Koda in the GBA Game!

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Disney INTERACTIVE

IT'S PARTY TIME! HUDSON SOFT AND NINTENDO BRING ANOTHER ROUND OF MULTIPLAYER HIGHJINKS TO THE NINTENDO GAMECUBE.

Mario Party fans, rejoice! The newest installment of the popular four-player extravaganza is set to arrive on November 11th with all-new game boards, more than 50 new minigames and a bevy of exciting play modes that go beyond what you've come to expect from the franchise. The lineup of playable characters this time around includes Mario, Luigi, Princess Peach, Yoshi, Wario, Daisy, Waluigi, Boo, Koopa Kid and Toad. Yes, Toad. The longtime host of Mario Party has been replaced by a group of stars, allowing him finally to partake in the festivities. Noticeably absent from the list is Donkey Kong, who now occupies his own space on each board like Bowser does (DK is considerably more helpful, however).

PARTY MODE

In Party mode, the basics remain unchanged: four players travel around a game board, trying to collect stars and coins. At the end of each turn, everyone takes part in a minigame to try to win more coins. The person with the most stars at the end of the game wins (if there's a tie, the winner is the player with the most coins). Mario Party 5 adds some interesting new elements into the mix, however. More spaces on each board trigger a special event (such as the aforementioned DK space), and you'll receive items from a capsule dispenser. You won't be charged for the item until you use it, either on yourself or to change a space on the game board. If you choose the latter, the item will be activated when a player lands on the space. These changes serve to make each turn more eventful than in previous games.

You'll receive an item every time you pass a capsule dispenser, so items play a much bigger part than in previous Mario Party games.

No Mario Party would be complete without Bowser's involvement. When you land on his space, you never know what will happen.

Donkey Kong's spaces are much like Bowser's, but in DK's case, the events typically benefit the player who lands on the space.

STORY MODE

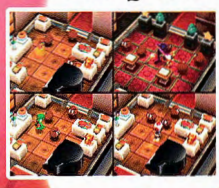
The single-player Story mode takes place
Dream Depot, a world created from ever
body's dreams. Bowser and the Koopa Ki
have invaded the ethereal realm, and are seeking
destroy people's good dreams so that they can replace the
with their own. After you choose a character with whom
battle the baddies, you'll be placed on a game board alo

All of the Koopa Kids move simultaneously, so you won't have to spend a lot of time waiting for your next turn.

Donkey Kong isn't
Koopa Kids as he
Party mode.

yoshi

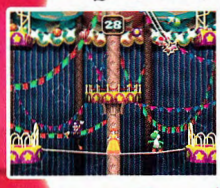
hotel goomba



Punch Goombas out of your way to reach the third floor of the hotel. If you mess up, you can press the Y Button to reset the Goombas.

waluigi

big top drop



One player drops balls on the other three, who must try to dodge the falling projectiles while walking on a tightrope.

daisy

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Step up to the plate and hit the pitches from a pitching machine. The speed of the pitches varies, as does the number of balls thrown.

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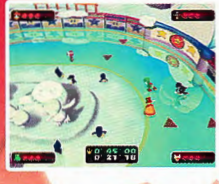
coin cache

Old-school block-bashing, coin-collecting fun. Some blocks contain multiple coins, while others contain none at all.

peach

later skater



The partiers strap on the ice skates and speed around a rink. Whoever completes five laps first wins.

wario

submarathon

Teams of two try to race their submarine to the finish line. Players must alternate between working the lever and taking a rest.

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with three of the Koopa Kids. Each of you starts the game with 20 coins. When you and one of the kids collide on the game board, the two of you will face off in a duel minigame in which coins are subtracted from the loser's total. To eliminate a Koopa Kid from the board, you must take all of his coins. Of course, if you lose all of your coins or fail to defeat all three kids within 15 turns, it's game over.

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The number of coins subtracted from the loser's total depends on who initiated the duel. It's better to be the aggressor.

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One player tries to roll over the other three from atop a giant ball while Monty Moles pop out of the ground.

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Shy Guy
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coney island

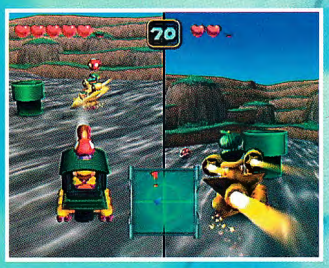
Scoops of ice cream fall from the sky and you must catch them in your cone. The player with the most scoops at the end wins.

SUPER DUEL MODE

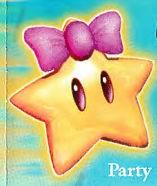
Super Duel mode is one of Mario Party 5's most intriguing diversions. In it, you use points that you acquire from unlocking minigames in Party mode to build a machine that's a cross between a kart and a tank. After you've purchased a body, tires, an engine and a weapon, you can go into your garage and customize your vehicle. When you're finished, you can view the machine's attributes, make modifications and, finally, take it into battle against a friend's creation or in a one-on-one tournament versus the computer. As you drive around the arenas taking aim at your opponents, you must also keep an eye out for obstacles that litter the field and can damage your vehicle.

Each part type requires points from a different kind of minigame. You'll earn points for engines, for example, by playing two-versus-two minigames.

When building your machine, you must keep in mind all of its parts' individual attributes to avoid taking a beating on the battlefield.

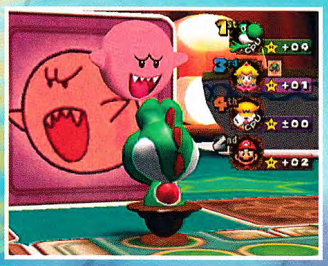


The split-screen battles in Super Duel mode are like something out of Mario Kart. It's a nice change of pace from Party mode.



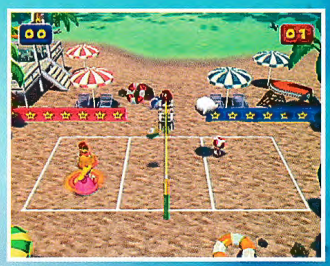
BONUS MODE

In case building your own custom kart-tank and using it to wreak havoc on your friends isn't enough, Mario Party 5 also includes three new bonus games. Card Party is similar to Party mode, but there are no minigames and the board is made up of cards that the players turn over as they advance. If you're looking for something a bit more fast-paced, Ice Hockey or Beach Volleyball may be more to your liking. Neither game is particularly deep, but they're surprisingly addictive with four players (nothing beats Toad going up for a spike). As a nice touch, each character pairing has a unique team name. Our favorite is the duo of Wario and Yoshi known as the Food Fanatics.



Think of Card Party as more of a traditional-style board game. You could probably play it with your parents or even your grandparents.

Shy Guys serve as the goalies in Ice Hockey, but they're no Patrick Roy, so you'll have to play good, solid defense to prevent your opponents from scoring.



You can play volleyball with a normal ball, a Bob-omb ball that explodes when the counter reaches zero, or a dice ball with which you score points equal to the number on the ball.

PARTY ON

We're pretty impressed with the sheer variety in the latest edition of Mario Party. You'll still have the most fun with four players in Party mode, but the other play modes are great when you're unable to gather three friends around the television. We continue to be amazed by Hudson Soft's ability to come up with inventive (and oftentimes hilarious) new minigames. A couple of the ones in part five may feel familiar to dedicated fans of the franchise, but the vast majority provide a surprisingly fresh experience.

MARIO FOR PRESIDENT

MARIO PARTY® 5

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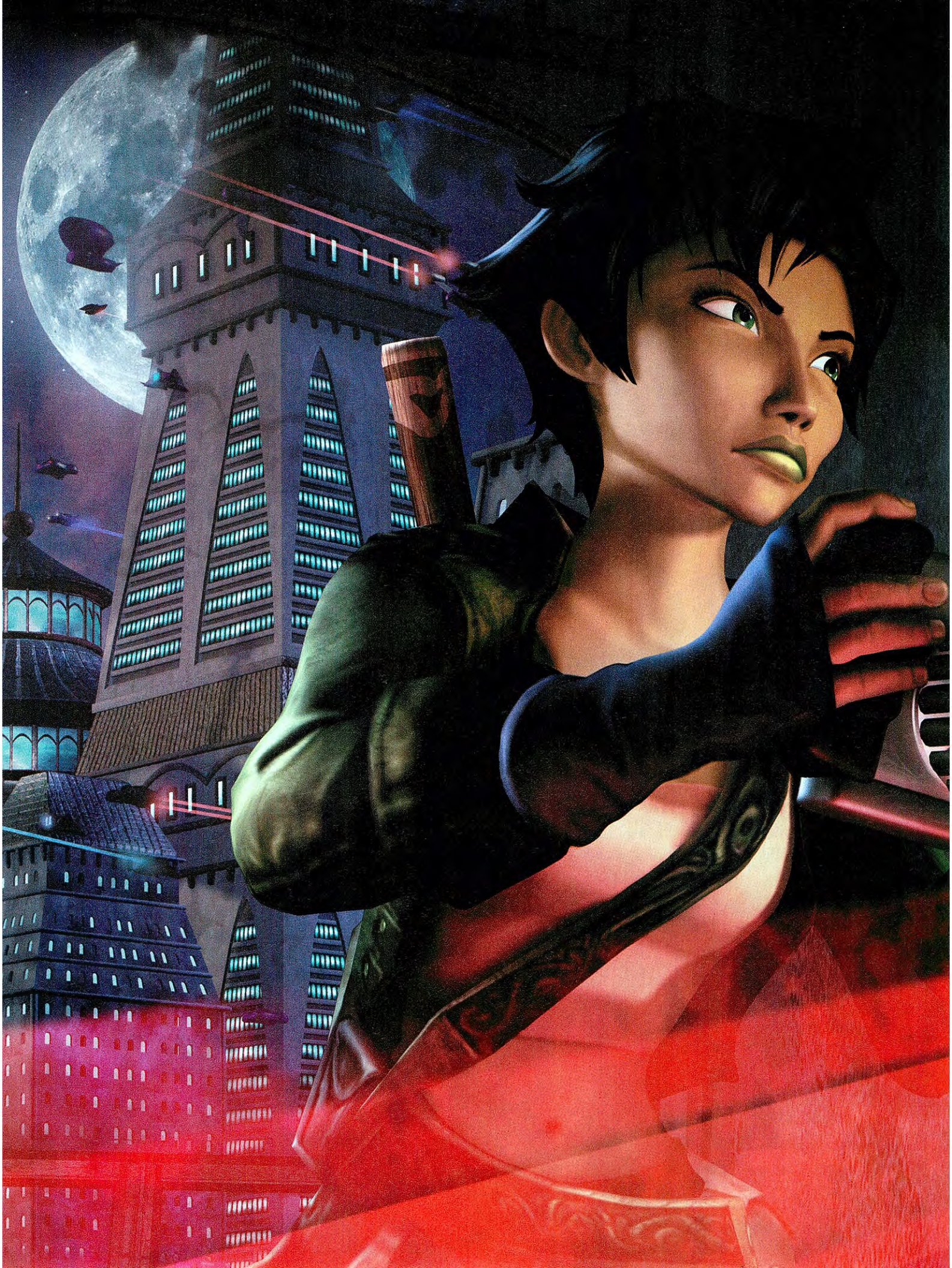

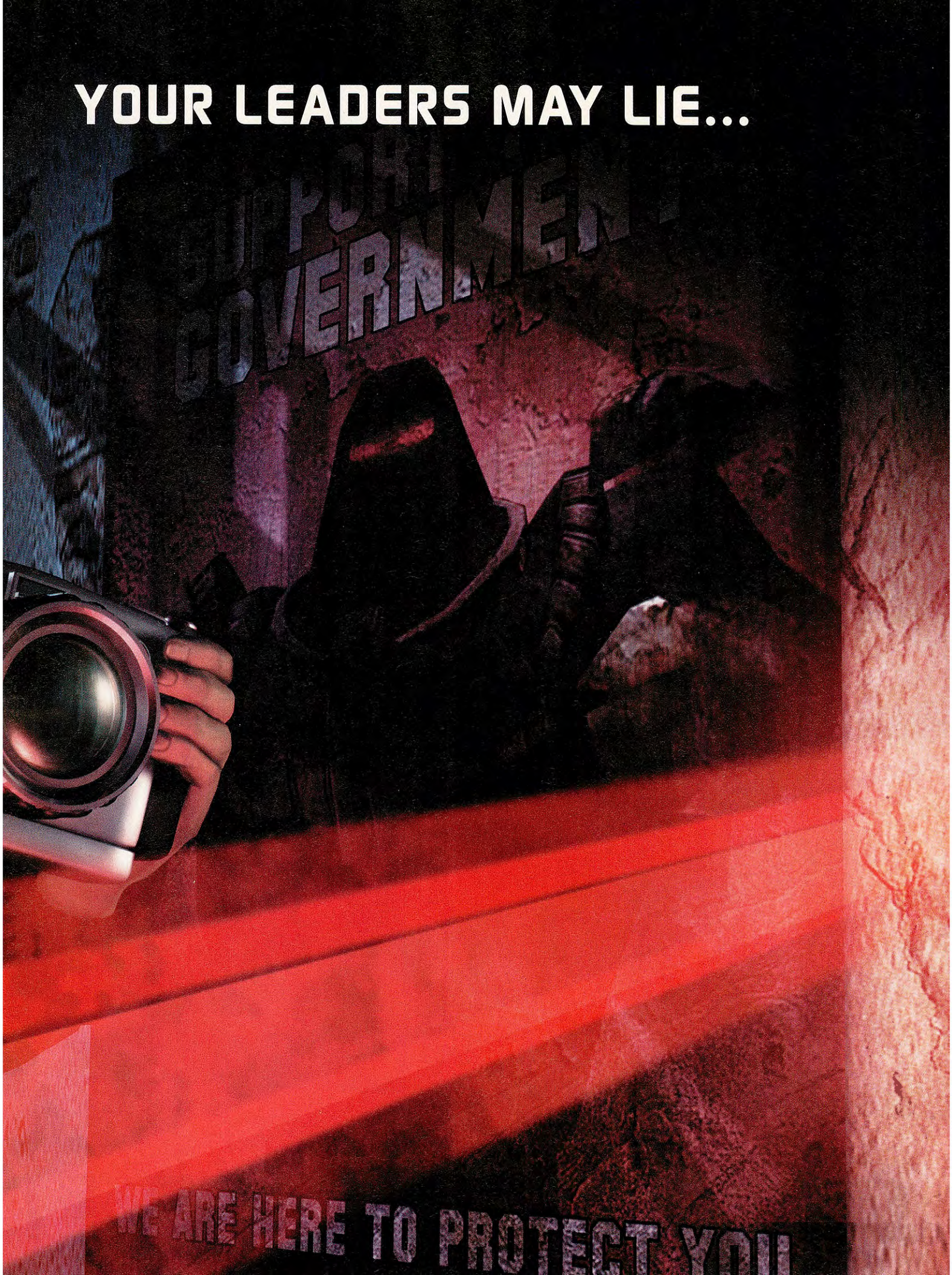
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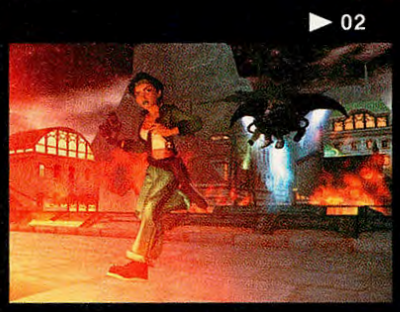

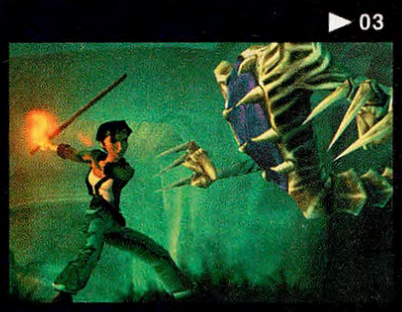

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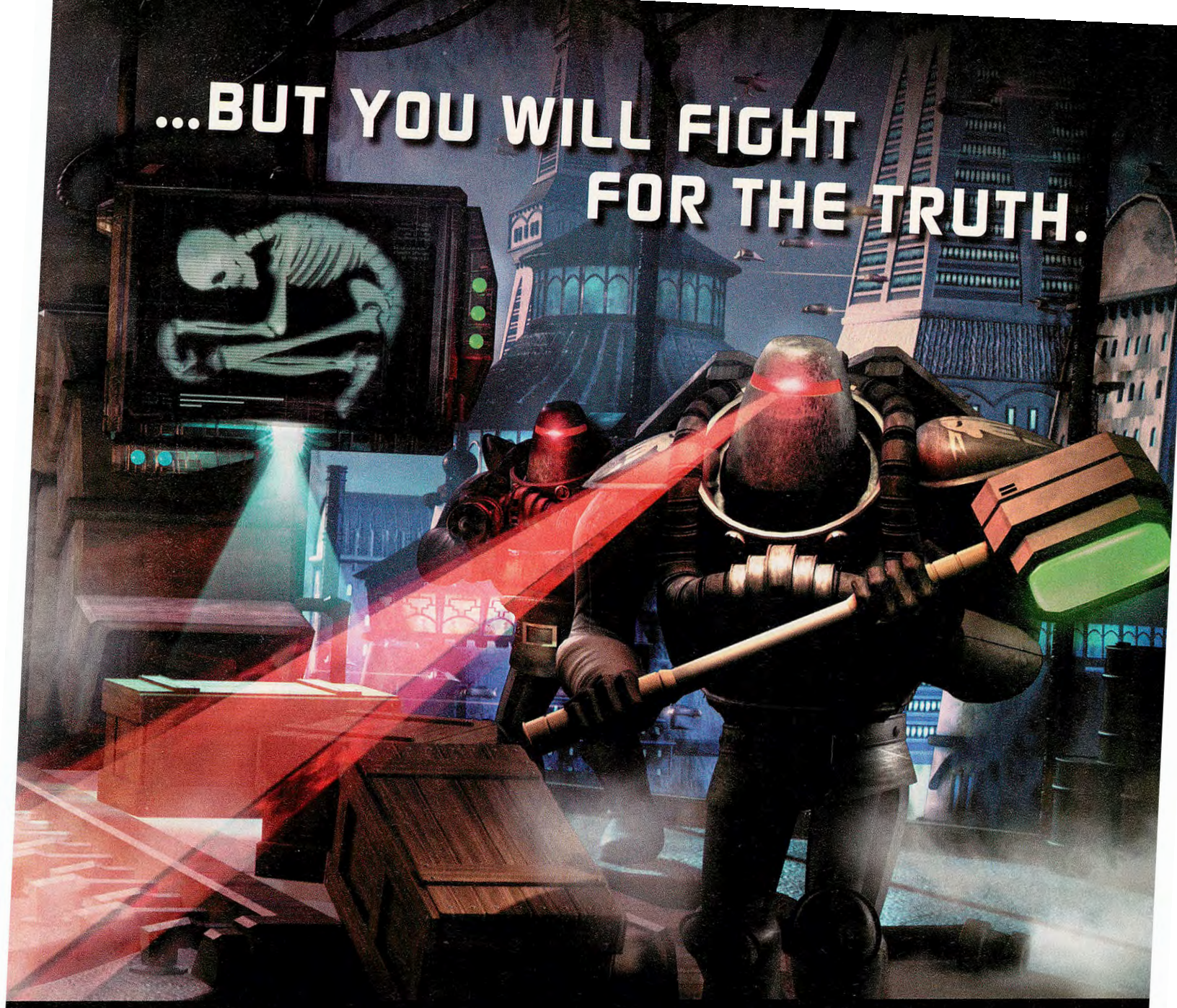

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One title, three games—there's no end to the strategy! We'll start you off with tips on how to unleash all of Kirby's abilities and unlock every Air Ride machine.

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EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

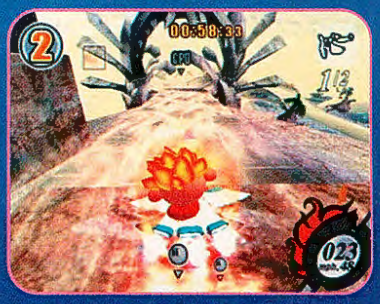
CUT TO THE CHASE

Kirby Air Ride's whimsical surface conceals a shocking amount of depth. Kirby's breakout GCN title includes *three* games (Air Ride, Top Ride and City Trial), and also features an extra 120 hidden tasks—for *each* game. So you'll be honing your strategy for months to come. Our tips will give you an edge right out of the gate.

Air Ride

This month we'll focus on the vehicles and copy abilities in the Air Ride game. (You'll see strategy for the Top Ride and City Trial games in upcoming issues.) Air Ride has three modes, and each pushes you to hit the Air Ride courses in a different way.

Air Ride Mode



Before you race rivals, you'll choose a victory goal: taking first place after a set number of laps, or going the farthest during a set time limit.

Time Attack Mode

Time Attack has you racing to beat your best three-lap time. You won't face competitors, but enemies still crowd the track.

Free Run Mode

In Free Run, you'll race alone—no rivals or other pests to get in your way. You'll try to beat your best one-lap time on a course.

APPETITE FOR POWER

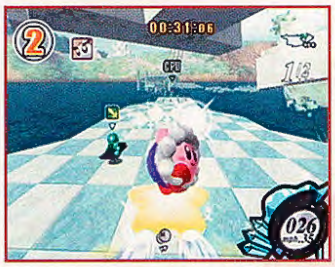
In addition to fending off rivals, you'll face other pests on courses. Kirby can't swallow racers, but he can gulp down the wildlife. If his palatable prey has no special ability, Kirby will spit out a star that will home in on enemies. If a swallowed creature does have an ability, Kirby will copy and use it for a limited time. He can't discard an ability, so you'll be stuck with it—for better or for worse—until it wears off.

Bomb Kirby

The skull critter's got explosive potential. Copy its ability to get one powerful bomb. Push the A Button to throw it. Hold A longer to throw it farther.

Freeze Kirby

A Chilly will freeze and immobilize you if you pass too close; copy the ability and use it to shatter enemies and freeze your competitors.



Tornado Kirby

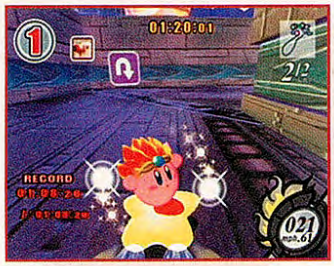
Hit one of the whirlers to be pitched into the air. Copy its ability to add extra oomph into your Quick Spin attack. You can then also use Quick Spin in midair.

Wing Kirby

The flying birds will bug you only if you run into them. Copy their ability to transform into Wing Kirby—vehicle and all. You can then grab major air from ramps and glide much longer.

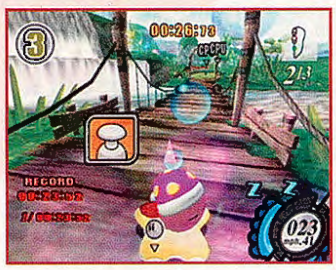
Fire Kirby

The flapping varmint will singe you if you get close. After you've copied its ability you can send fireballs straight ahead on the course.



Sleep Kirby

Don't copy the ability of the sleeping pink critters. Kirby will fall asleep, and you'll have to rotate the Control Stick until you rouse Kirby from his nap.

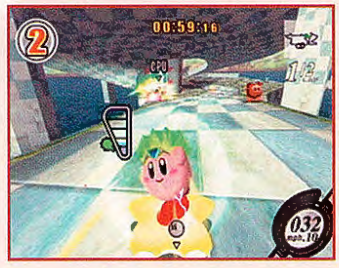


Needle Kirby

The spiky beings bob in midair, so unless you collide with one, they're harmless. Once you've copied the ability, you can lance all foes around you at once.

Plasma Kirby

Copy the Plasma Wisp's ability to wield a range of attacks: Push A immediately to fire a small blast. Rotate the Control Stick first to power up stronger blasts.



Sword Kirby

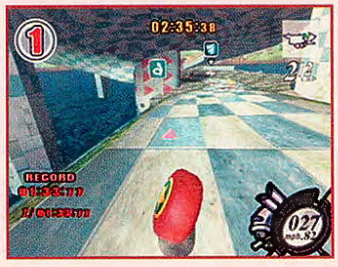
Each time the knight strikes you, you'll slow down. Copy his ability to wield his sword. It strikes nearby foes automatically—and you'll speed up with each hit.

Mike Kirby

If you collide with the microphone you'll lose speed. Copy the creature's ability; you'll instantly unleash a sonic shock that will rock the nearby area—and blast all but you into the air!

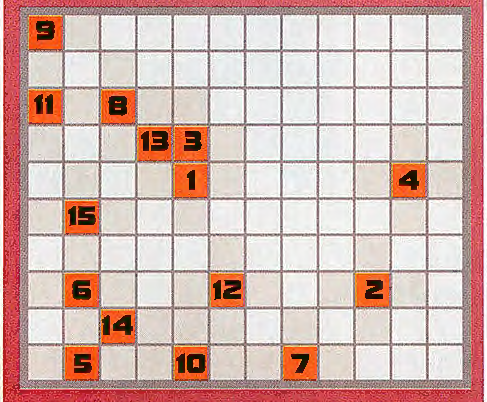
Wheel Kirby

Copy the one-wheeled-cycle creature's ability; you'll transform into a rolling wheel. It's great for speeding ahead, making big ramp-jumps and turning corners with ease.



KEY TO THE RIDES

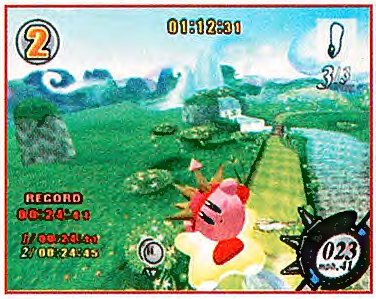
The Air Ride checklist helps you keep track of hidden tasks that you've completed—many of which unlock features. Among Air Ride's many unlockables are an extra Air Ride track, different Kirby colors and 15 machines. At first you can choose only the versatile Warpstar, good for speeding along the ground and gliding through the air. We'll show you how (and in what order) to unlock all the other rides. Every machine is useful for tackling all 120 tasks.



Each time you complete an Air Ride task, one of the 120 spots on the checklist will fill in. If it's orange, you've unlocked something new. If it's green, you haven't unlocked anything. You can highlight squares directly to the left, to the right, above and below the new square of either color to learn their corresponding hidden tasks. All is not lost if you can't beat a task: By completing some hidden tasks, you can earn purple wildcards to place anywhere on the checklist. If you get one, use the diagram above to figure out where to place the wildcard to unlock a desired Air Ride machine.

1 WAGON STAR

Reach the goal three times in any mode other than Free Run!



The Wagon Star can't glide or charge up a Boost, but it maintains a great steady speed on the ground. When you first start racing, you'll have only the Warpstar to help you unlock the machine, but it's an easy task. Finish three races in Air Ride or Time Attack mode.

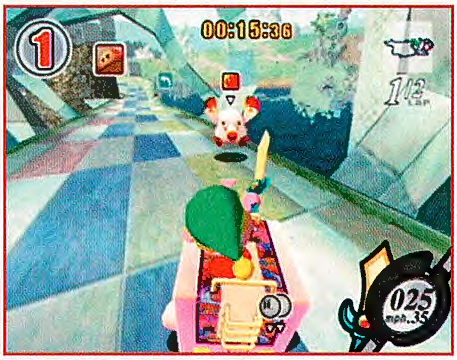
2 REX WHEELIE

Defeat 100 or more enemies with exhaled stars.

The Rex Wheelie bike is such a behemoth that it gains little from a charged-up Boost. However, it's a great vehicle to use offensively. To unlock Rex Wheelie quickly, tackle the crowded courses like Fantasy Meadows and Sky Sands. Swallow foes that have no abilities and spit the resulting stars at nearby enemies.

3 SLICK STAR

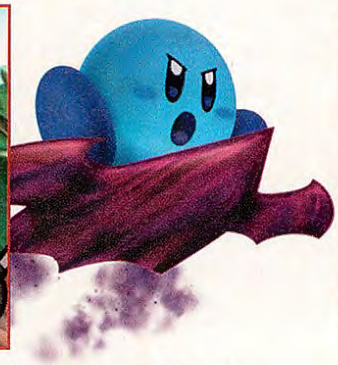
Air Ride on Checker Knights: Finish two laps under 3:05.



The Slick Star slides around corners easily, though it's difficult to control. To unlock the crazy ride, you'll need to conquer the swervy Checker Knights course in a short time. Choose the Wagon Star. Its steady momentum will get you through curves. Become Sword Kirby to slice through distractions—many enemies will get in your way.

4 SHADOW STAR

Quick-Spin to defeat 10 or more enemies.



Most Air Ride machines will slow down if you plow into a group of enemies, but the Shadow Star gains speed from crowd collisions. It also possesses mean acceleration and glides well. To unlock the Shadow Star, go aggro in traffic and destroy 10 enemies on one course: Quickly push Left and Right on the Control Stick when near a foe to unleash your Quick Spin. Use Rex Wheelie—it's great for leaving enemies spinning in your dust.

5 JET STAR

Air Ride on Machine Passage: Race over 4,500 feet in 2:00.

Vehicles charge a Boost as you glide. The Jet Star charges up much faster while airborne. To unlock it, change Air Ride's rules to make the race time-based. Then use the Slick Star to take on Machine Passage's harsh, breakneck corners. When taking corners in the Slick Star, don't use the Boost. Instead, press the A Button repeatedly as you turn—you'll stay in perfect control.

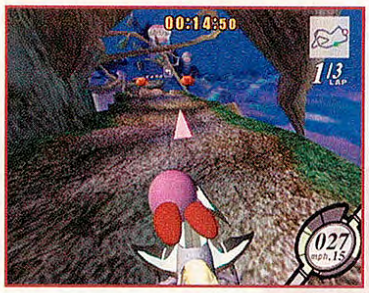
6 SWERVE STAR

Air Ride on Sky Sands: Finish two laps under 2:05.

The Swerve Star has two speeds—superfast and stopped—but if you can master its odd control, you'll find it one of the fastest rides for most courses. To unlock it, you'll need to speed through Sky Sands. Soar whenever you can to escape sand drag. The Shadow Star and Warpstar works best.

7 BULK STAR

Time Attack on Celestial Valley: Finish under 3:20.



Most Air Ride machines move forward automatically, but the Bulk Star won't budge until you charge a Boost. Then it putters along using Boost as fuel. Unlock it by hitting Celestial Valley's highs and lows. Although the versatile Warpstar works well, the Jet Star will allow you to grab more air and power up ground Boosts while you're aloft.

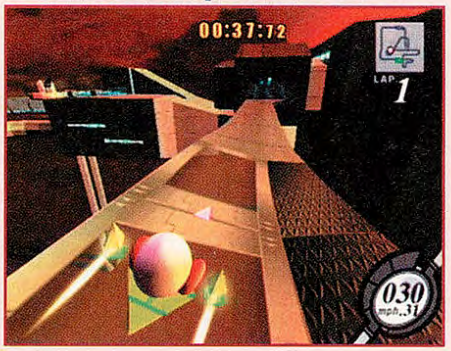
8 FORMULA STAR

Time Attack on Frozen Hillside: Finish under 3:14.

To unlock the Formula Star—which steadily accelerates as long as you don't hit a wall—burn through Frozen Hillside as fast as possible. Use the Swerve Star. With its two speeds (fast and stopped), you can surge through the course's treacherous turns. The Swerve Star has fluid control when airborne, so grab air whenever you can. It also moves quickly through the slalom; you won't have to steer.

9 ROCKET STAR

Free Run on Machine Passage: Finish one lap under 1:05.



The Rocket Star charges up the most powerful Boost. However, it charges up slowly and has a low top speed when not operating under Boost power. To unlock the quirky contraption, take on Machine Passage in Free Run. You'll have an open road, so use the Swerve Star to stop-start your way without fear of interference.

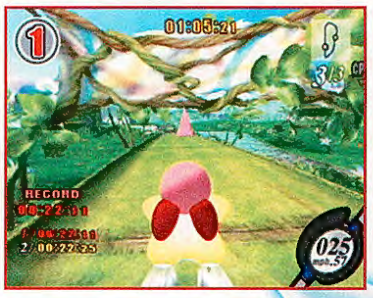
10 WHEELIE BIKE

Race all of the standard Air Ride courses.

The Wheelie Bike doesn't glide but will soar through the air at high velocity when you jump a ramp. To unlock it, race on every course open at the beginning of the game. Easily done—hit all the Air Ride courses that you haven't yet tackled.

11 WINGED STAR

Air Ride: Finish in first place while flying through the air.



The Winged Star is a dream in the air, able to glide to amazing heights. To unlock it, place first while in the air—using the Shadow Star in Fantasy Meadows. Hit the ramp in the final stretch to grab the needed air.

12 WHEELIE SCOOTER

Air Ride: Start the final lap in fourth place and move to first to win.

The Wheelie Scooter putters along at a mediocre speed but achieves whizzing velocity off a ramp. It also turns corners the best of all the Air Ride machines. To unlock the stylish machine, start the final lap in fourth place on any course and finish in first. Your best chance at rigging such a scenario is to use the Winged Star in Celestial Valley. On the second lap, use the machine's gliding power to reach the highest tunnel and hit both grindable valley vines. You'll make up for lost time.

13 TURBO STAR

Air Ride on Magma Flows: Use all the volcano rails and finish in first place.

The Turbo Star steadily accelerates, and it charges a Boost quickly—but only when turning corners. To unlock it, alter the rules for Magma Flows so you have enough laps to hit every rail. Magma Flows has lots of turns. Use the Wheelie Scooter. Though the glideless ride will fail the lava leap, use the Boost pads to overcome the shortfall.

14 KING DEDEDE

Defeat more than 1,000 enemies.

When you play as King Dedede, you'll lose Kirby's talent to copy abilities, but you'll have the king's mallet-swinging ability for the entire ride. To unlock King Dedede, obliterate 1,000 foes (not necessarily in one sitting) as you race through many courses.

15 META KNIGHT

Glide for more than 30 minutes.

You can't copy when gliding as Meta Knight, but you will have his sword for an entire race. To unlock him, rack up major air time. Celestial Valley offers the most gliding opportunities.

RIDE THE WAVE

The Kirby phenomenon is even bigger now that Kirby Air Ride has soared onto the scene. With its three games (including 360 hidden tasks!) and wild multiplayer races in each one, the title will have you obsessed with pushing every machine to its limit for months to come. Such a deep game deserves deep strategy coverage, so we'll reveal even more secrets in future issues of Nintendo Power!

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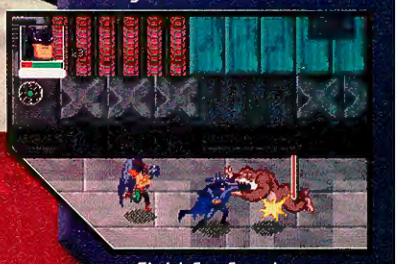

Fight for freedom as *Batman* and *Hawkgirl* in *Trial in Ape City*.

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Air Ride-in-Style
Episode 2

Kirby™ Right Back at Ya!

Tune into FOX & watch all new episodes!

ON OCTOBER 13, KIRBY AIR RIDE STARTED TEARING UP THE SKIES WITH NEW ACTION FOR THE PINK POWERHOUSE. THIS ISSUE, WE'RE CONTINUING OUR SNEAK PREVIEW OF FALL TV EPISODES THAT WILL REVEAL THE GAME'S BACK STORY!

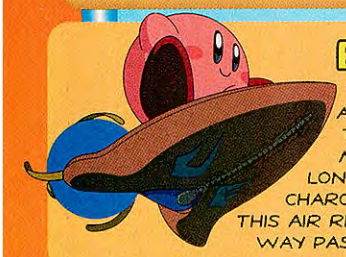
LAST ISSUE, THE N.M.E. SALES GUY PITCHED A NEW PLAN TO KING DEDEDE--CAPTURE THE WARPSTAR TO CRUSH KIRBY. HE SENT A FLYING SAUCER TO PULVERIZE THE KINGDOM. KIRBY SOARED INTO BATTLE AND WAS BLOWN FROM THE SKY AFTER SAVING TIFF FROM A SERIOUS FALL. FOUR ENEMIES ON AIR RIDE MACHINES CLOSE IN ON KIRBY, READY TO FINISH HIM OFF. . .

Air Ride Machines

KIRBY'S WARPSTAR ISN'T THE ONLY AIR RIDE MACHINE ON THE BLOCK, AS YOU'RE ABOUT TO FIND OUT! THE WARPSTAR IS A BALANCED VEHICLE--SPEEDS WELL ON THE GROUND, SOARS NICELY THROUGH THE AIR--BUT OTHER AIR RIDE MACHINES HAVE THEIR OWN STRENGTHS!

WINGED STAR!

THOUGH IT'S A REAL DRAG ON THE GROUND, THE WINGED STAR IS BRILLIANT IN THE AIR, ABLE TO SOAR INCREDIBLY LONG DISTANCES!

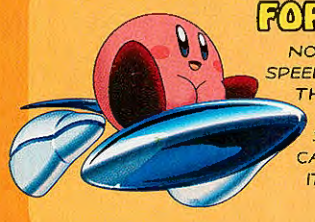


ROCKET STAR!

THE ROCKET STAR IS ALWAYS LAST OUT OF THE GATE BECAUSE IT MUST POWER UP THE LONGEST. BUT WHEN IT'S CHARGED UP, WATCH OUT--THIS AIR RIDE MACHINE BLASTS WAY PAST THE COMPETITION!

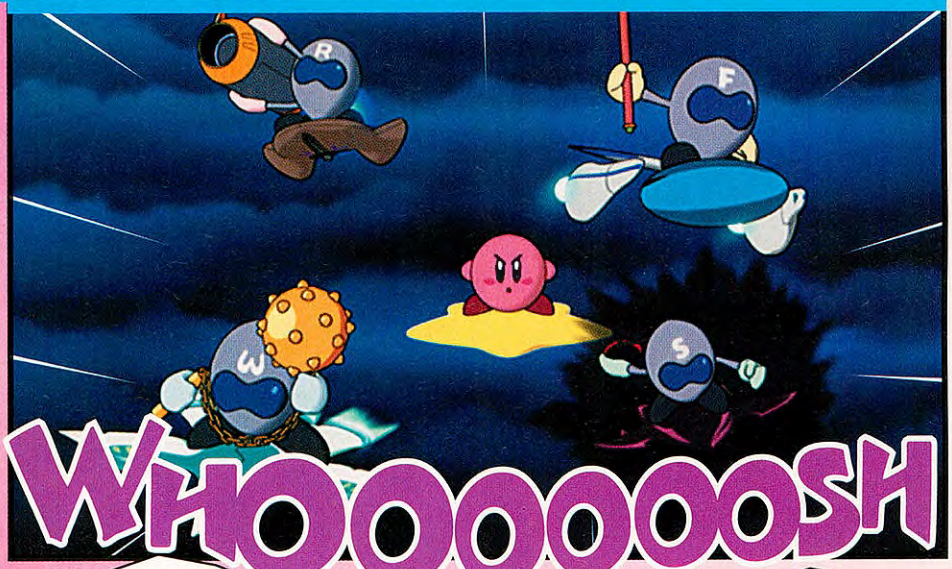
SHADOW STAR!

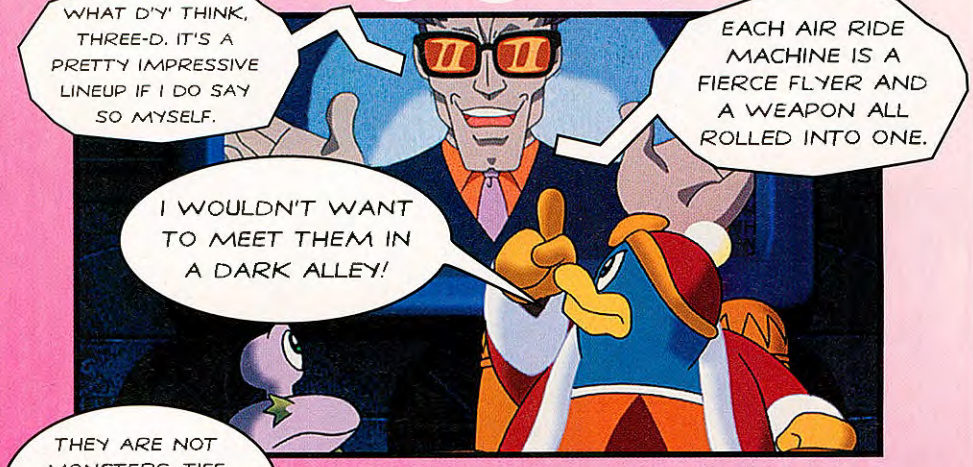
THE SHADOW STAR IS AS WELL BALANCED AS THE WARPSTAR, BUT IT'S A REAL MEAN VIPER ON THE TRACK, ABLE TO STRIKE NEARBY OPPONENTS WITH ITS DARK POWER.

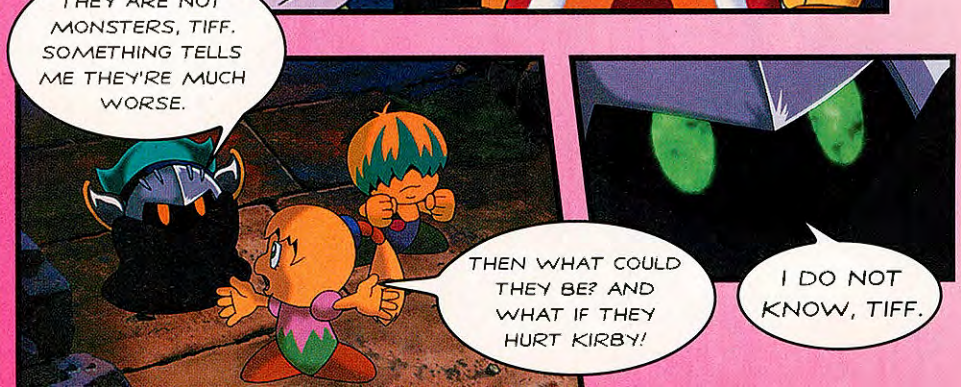


FORMULA STAR!

NO VEHICLE BREAKS THE SPEED LIMIT FASTER THAN THE FORMULA STAR . . . BUT ONLY ON A STRAIGHT STRETCH. IT CAN BARELY TURN, BUT IT CAN ACCELERATE TO INSANE SPEEDS!




WHAT D'Y' THINK, THREE-D. IT'S A PRETTY IMPRESSIVE LINEUP IF I DO SAY SO MYSELF.
EACH AIR RIDE MACHINE IS A FIERCE FLYER AND A WEAPON ALL ROLLED INTO ONE.
I WOULDN'T WANT TO MEET THEM IN A DARK ALLEY!


THEY ARE NOT MONSTERS, TIFF. SOMETHING TELLS ME THEY'RE MUCH WORSE.
THEN WHAT COULD THEY BE? AND WHAT IF THEY HURT KIRBY!
I DO NOT KNOW, TIFF.

!!
WHACK
WHACK
THWOOP
SSHSSHHOOO
GULP
THAT IS . . . BATON KIRBY!
POYO!
SWISH
POYO
SWISH
SWISH
TIFF, SOMETHING'S THE MATTER WITH THE WARPSTAR!
PERHAPS KIRBY CAN RIDE THIS UNTIL THE WARPSTAR HAS FULLY RECOVERED.
KERBLAM
POYO...
KIRBY!!!

KIRBY LEAPS ONTO THE FORMULA STAR AND SPEEDS TOWARD HIS NEXT OPPONENT.
WHOOSH
TIME TO SEND IN A NEW AIR RIDER, THE ROCKET STAR!
ROARRR
!!
SHSSHHOOO
KIRBY'S SUCKED UP LAKE WATER. NOW HE'S WATER KIRBY!
PFFFT
RRR RRR
PFT PFT
RRR RRR
PFT PFT
SPLASH
GO GET 'EM, KIRBY. TWO DOWN AND ONLY TWO TO GO!
THE LITTLE GUY'S GOT GUTS, KING DEDEDE. LET'S SEND IN THE WINGED STAR.
POYO!
WHOOOSH

THWOOP
GULP
IT IS IRON KIRBY!
RUMBLE
RUMBLE
BLAM!
WITH THE WINGED STAR ELIMINATED, THE SHADOW STAR GLIDES IN FOR ITS ATTACK ON KIRBY.
WHIZZT
WHIZZT
WHIZZT
GULP
POYO!
HE IS NOW TOP KIRBY!
POYO
ZZZT
ZZZT
ZZZT
KIRBY! ALL RIGHT! YEAH! YEAH . . .
. . . WHAT, WHERE ARE WE?

HOW'D WE GET INSIDE KABU? WHAT HAPPENED?
DON'T Y' REMEMBER?
YOU AND KIRBY FELL OFF THE WARPSTAR. YOU'VE BOTH BEEN KNOCKED OUT EVER SINCE!
TIFF, IT WAS ALL A DREAM . . . A DREAM THAT ONLY YOU AND KIRBY DREAMED. I HAVE LEARNED OF A PLOT TO STEAL AIR RIDE MACHINES THROUGHOUT THE UNIVERSE.
I SENT YOU BOTH THAT DREAM BECAUSE IT IS IMPORTANT FOR KIRBY TO LEARN HOW TO FLY NOT JUST WARPSTARS, BUT OTHER BATTLE VEHICLES AS WELL.
BLAM BLAM
KIRBY RACES TOWARD THE FLYING SAUCER! HE SWALLOWS THE SHIP'S POWERFUL ENERGY AND...
SSHSSSHHOOO
WE MUST NOT LET THEM DESTROY KABU, BUT KIRBY'S WARPSTAR IS STILL TOO WEAK!
BLAM BLAM
IT DOESN'T MATTER. HE HAS T' TRY!
WHOOSH
KIRBY, STOP THOSE MISSILES!
IT'S CRASH KIRBY!
LLLZZKKTT!!
KIRBY'S BLASTIN' THE FLYING SAUCER. DO IT, KIRBY!
BLAMMO
THAT'S A BIG EXPLOSION! WE'LL GET BURNT, SIRE!
The End
BLAM
BLAM
JUS' KEEP DRIVIN' THIS THING! OUCH!
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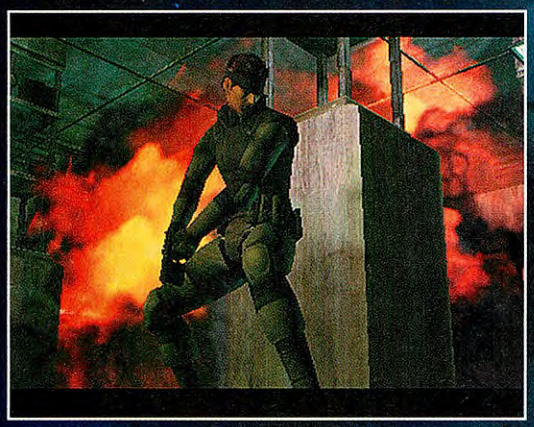
TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID®

THE TWIN SNAKES

Is it possible to improve on perfection? Yes. In 1998, Hideo Kojima came out with a game that blew everyone away with a slick combination of perfect game play and an incredible story. Now, five years later, Metal Gear Solid is resurfacing on the Nintendo GameCube. Developed by Konami and Silicon Knights (the creators of Eternal Darkness), and featuring new strategic elements, improved graphics and completely reshot cinema scenes, Metal Gear Solid: The Twin Snakes promises to be the greatest Metal Gear game ever.



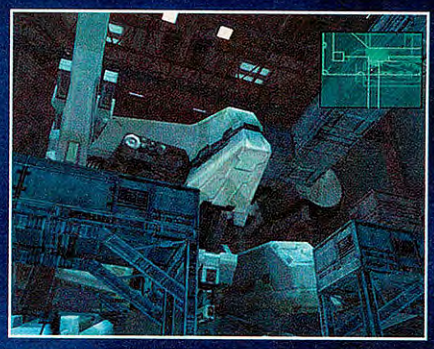
The storyline of MGS:TTS has more twists and turns than a country road. Every time you think you have it figured out, another surprise hits you.

Solid Snake, the hero of Metal Gear Solid: The Twin Snakes, is one of the most heroic and fearsome characters you'll ever meet.

METAL GEAR SOLID® THE TWIN SNAKES ©1987 2003 Konami Computer Entertainment Japan. KONAMI® is a registered trademark of KONAMI CORPORATION. All Rights Reserved.

THE STORY

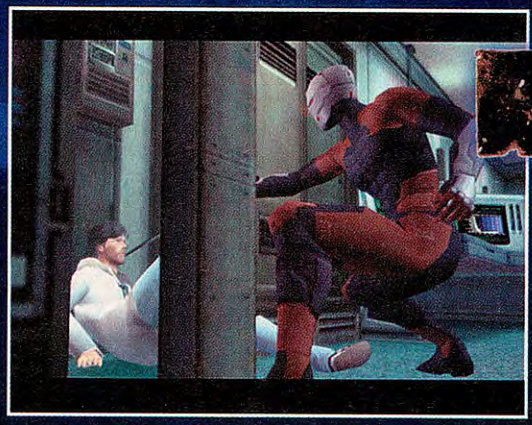
The events of MGS: TTS unfold at a place called Shadow Moses Island, deep in the Alaskan wilderness. Called back from years of isolation, a commando known as Solid Snake is pressed into service when a group of terrorists take over a secret military base. Deep inside the heart of the base is a machine called Metal Gear Rex—a walking battle tank with the ability to launch nuclear weapons at a moment's notice. As Snake, you must enter the facility and stop the terrorists, no matter what the price.

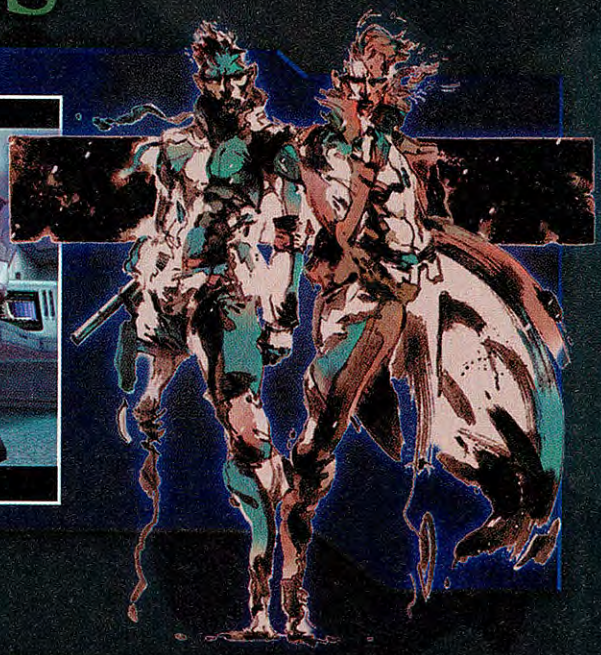


Snake is outnumbered and outgunned—but that doesn't mean he's outmatched. With plenty of weapons and gadgets at your disposal, plus the ability to move without making a sound, the odds are nearly even.

THE CHARACTERS

The terrorists, known as FOX-HOUND, are Snake's former unit and a splinter group of the US military. From sniper rifles to psychic powers, each of the FOX-HOUND members has his or her own specialty. In addition to the terrorists, you'll meet a host of other characters, both friend and foe. All of them are complex, well-developed and memorable characters.

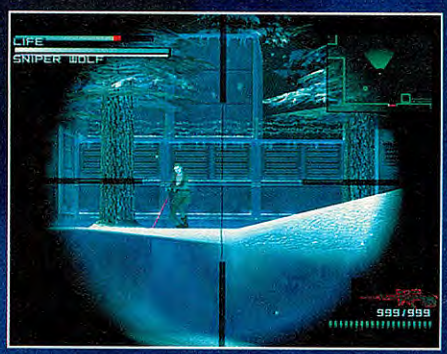




THE GAME

You'll sneak, fight and bluff your way through two discs of hard-core espionage action. Whether Snake is crawling through a ventilation shaft, using a high-tech mine detector or taking down foes in an old-fashioned shoot-out, the action in MGS: TTS is without parallel. The game really heats up during the boss fights, in which Solid Snake takes on the members of FOX-HOUND. Succeed, and the world will be safe from nuclear terror. Fail, and the results will be catastrophic.

Your enemies aren't limited to members of FOX-HOUND. Elite, genetically modified soldiers patrol every inch of Shadow Moses Island.



You'll have to walk, run, crawl, jump, hang, swim and sneak your way to victory. In combat, you'll toss grenades, plant plastic explosives, fire missiles and much more.

THE ADDITIONS

While many aspects of Metal Gear Solid remain the same in MGS: TTS, so much has changed that even seasoned veterans will find it to be a completely new experience. Many of the features come from the sequel to MGS—Metal Gear Solid 2: Sons of Liberty.

LOCKERS

Snake can hide inside lockers to evade his enemies. He can also place an unconscious or downed soldier inside a locker. You'll need the ability—if an enemy patrol finds a defeated soldier, he will go into a heightened state of alert and begin searching the area for intruders.

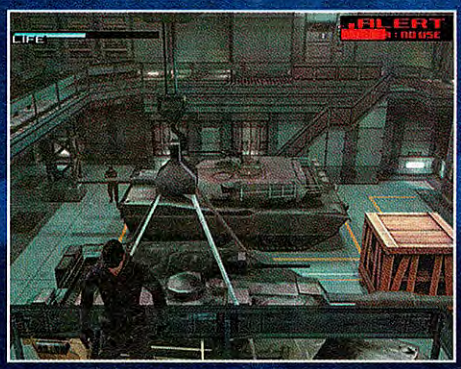
RAILINGS

Snake can both hang on railings and toss enemies over them. Hanging from railings is a good way to hide when enemy patrols are looking for you. There are also some areas where you will have to crawl along a railing to reach your destination.

FIRST-PERSON PERSPECTIVE

MGS had a first-person mode, but it was for looking around only. In MGS: TTS, you will be able to look and shoot from a first-person view. It makes a tremendous difference to the strategy and motivated the designers to alter a number of the boss fight mechanics.

IMPROVED AI

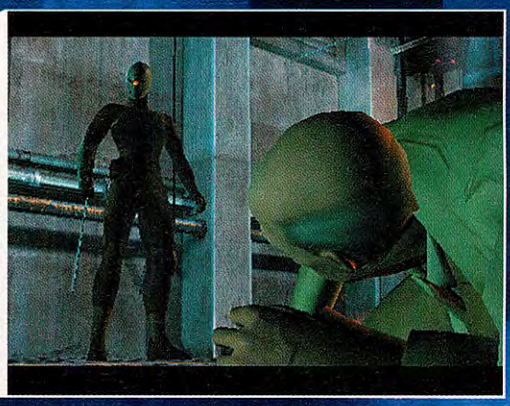


The enemy AI is the most clever you'll ever want to meet. If you trip an alarm, guards will swarm the area. If you manage to escape undetected, the alert status will be heightened, resulting in extra foot patrols and greater enemy vigilance. Guards will search hiding places, retreat, regroup and call for backup.

NEW CINEMA SCENES

There is no question that MGS: TTS looks better than the original MGS. The Nintendo GameCube is a newer and more advanced piece of hardware than the Sony PlayStation, so gamers would expect no less. What is striking, however, is the number of changes made to the cinema scenes in terms of cinematography, lighting and camera work. The team at Silicon Knights is working closely with professional directors and film professors to deliver the highest-quality cinema experience possible. For an example, look at the shots to the right. In the PlayStation shot, the camera is behind the Ninja (the standing character), which makes the man on the floor the focus of the scene. But in MGS:TTS, the scene is shot from behind the man on the floor—making the Ninja a much more mysterious and imposing character. Metal Gear Solid is one of the greatest games of all time, and we're certainly not trying to suggest otherwise. The comparison simply shows the kind of care and attention that Konami and Silicon Knights are putting into the new title, and also the kinds of changes you can expect. You may not immediately notice a lot of the subtle differences, but they will make a strong impact nonetheless.

METAL GEAR SOLID FOR THE SONY PLAYSTATION



METAL GEAR SOLID: THE TWIN SNAKES FOR THE NINTENDO GAMECUBE

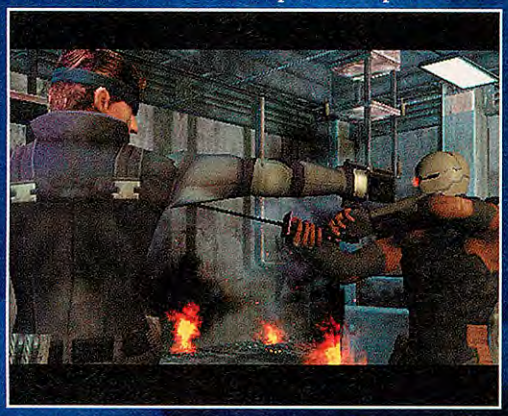
THE INTERVIEW

Recently, Nintendo Power met up with Denis Dyack, the president of Silicon Knights, during a Konami event in San Francisco. Read on for the full skinny on playable demos, game design and the future of the industry.

DD: I'm sorry we don't have much time.
NP: No, no problem. We'll keep IGN waiting.
DD: *(laughs)* Nice. Did you see [the demo of] Twin Snakes?
NP: Yeah, we saw it. It looks really good. The stuff with The Ninja is fantastic.
DD: Good! You know, I love that stuff, and I'm a big Ridley Scott fan, *Black Rain* and all that, and when I saw the [Ninja's] sword dragging along the ground, I was like, "Oh yeah! I want to see more of that!" That was one of the things I was talking about when I said that the cinematics were being redone, and I think [Silicon Knights and Konami] are doing a really good job with that.

NP: So are the cinematics a shot-by-shot remake?
DD: It's totally redone. The dialogue is the same, the action is the same . . . basically the events are the same, but how it's shot—all the cinematography, all the camera angles—that's completely redone.

NP: What's been the hardest part of the process?



DD: Making sure we don't let anyone down. When you have people like Mr. Miyamoto involved, and Mr. Kojima involved, there's a lot of pressure to make a great game. And we've always been a group that's about high quality, but the pressure is on to make sure that this game is pretty fantastic.

NP: Are you making any changes to the dialogue, or are you sticking exactly to the original script?
DD: Um, there's some changes, but we didn't do much of that. That was mostly taken care of by Konami. So there are some changes, but it's going to keep the spirit. Like I said, the cinematics are all completely reshot.

NP: Anything you can tell us about connectivity?
DD: We're not doing it anymore. Yeah, we're looking at what we have to do to make the game the best it can be, and combining the elements of [Metal Gear Solid] with [Metal Gear Solid 2: Sons of Liberty] is a lot more difficult than you would expect. And sometimes what worked once doesn't work anymore. And we have to create all new mechanics, we have to look at the boss fights and reexamine them. So we want to make sure that the quality of that stuff is extremely high. And when you start looking at that and looking at the connectivity bonuses, we have to ask ourselves, "What kind of resources are we going to put on the connectivity?" And it was a tough decision, because Mr. Miyamoto and Mr. Kojima and us, we all really wanted to do it and had some great ideas, but it just didn't work out.

NP: What were some of the ideas?
DD: We had some interesting ideas with the radar, and the weapons, and some special things you could use with the GBA. Some modes you could play . . . some really cool stuff. But, you know, maybe next time.

NP: You said that some of the stuff from MGS 2 wasn't translating well?
DD: Well, it's not so much that it didn't translate well, it's just that it changes a lot of things. A good example is this: Now that you can shoot in first-person mode, every boss fight is totally different. So if you look at the Revolver Ocelot fight, you're dodging between pillars. And in [MGS] you're always doing it—it's a top-down fight—so that didn't really matter. But in first-person mode, you can actually shoot from behind the pillars, so we had to adjust the positioning and the mechanics, and just keep in mind all these new things that people can do. Giving the player more options means a lot more design work for us. So we have to make sure that the game plays coherently, and we had to redesign some rooms. And now that you can do some of these things, we have to put in rails and lockers . . . it's a lot. The AI, too, that's a big deal. I know when I played the first MGS, if I alerted guards in the heliport, I'd just jump into the truck and they'd lose interest. You can't do that anymore. If you jump in the truck they'll follow you and start throwing grenades . . . you can't just pull the same tricks you used to pull.

NP: So, what is the one question that you want to answer that no one ever asks?
DD: Gee. Um . . . wow. I guess, "Do you think that games will become the dominant form of entertainment in the next century?" And I think that's without question, we're starting to dominate now. And all this stuff about violence and shock value in video games, it's all a natural process of the medium becoming dominant. So if you look at the printing press, and you look at the TV, you look at rock and roll. When those things became predominant, people got afraid of them. And understanding this new genre and form of entertainment is what we as game designers are about. And those who aren't following these trends really worry me and scare me. So that would be the question and answer. But people actually ask that a lot. At least, I say it a lot. I talk too much sometimes.

NP: If you could make a game based on any book or film, what would it be?
DD: *Hyperion* is my favorite book of all time, but I don't think that would make a good game. Um . . . well, we have something in the works, but I can't talk about that. It's kind of along the lines you're talking about, but not really . . . I don't want to give anything away.

NP: That's OK, you can give things away.
DD: Um . . . trying to think here. You know, there's just so much, I can't really answer the question, because if I did I would give too much away. I strongly believe that if we're going to create an advanced media, we have to immerse ourselves in absolutely everything. And to actually take something directly, I don't know if you could do that. I mean, you could, but . . . I do have some favorites, but I don't know how well they'd adapt. The concepts are great, and adapting a concept is a lot different than adapting a license.

NP: What's your favorite game so far this year?
DD: I really liked Wind Waker. I liked WarCraft III. It's really hard to say because I've played so many. I played some massively multiplayer games (MMORPGs, which are online PC games) and I got fed up with those really quickly. I really wanted to test out where online gaming is going, and if it's going in the direction of the current MMORPGs, I don't get it, because I don't think any of them are any fun.

NP: What was disappointing about the online games?
DD: People are relying on the technology to do their work for them. So people have high-speed connections and can talk to each other online, and designers think that's all they have to do to make these games fun. So they put out games with virtually no game design in there—really all it is is a graphical online forum. And when that first happened with EverQuest it was really exciting, and they continued to add content and I think they're the best one out there, but by and large people don't understand what even makes the genre fun anymore.You know, I don't want to play an asteroid mining simulation. Or I don't want to play a game where you build a city up and have it rampaged out by random bugs. And a lot of these games are really buggy and they're not finished. I think one of the factors is too many games and not enough quality. When the time is right, when everyone has a high-speed connection, we have some really interesting online ideas. It all revolves around content, because content is king. I don't think any of these MMORPGs have any content at all. You're just walking in a field with 10-12 other people and random monsters pop up and you fight them over and over again. I don't think that's very good design.

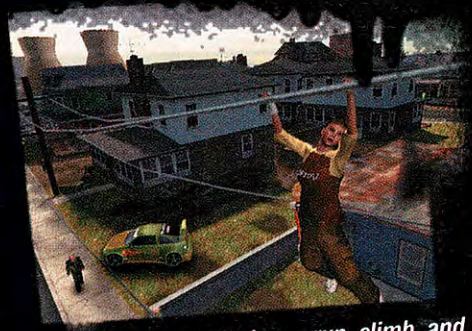
NP: Any idea about a playable demo?
DD: If it's possible, we're going to try and do something. Doing a playable demo takes up time, but we're certainly going to try and do one, maybe have it in some kind of giveaway. I think that's kind of on the agenda.

NP: Anything about Too Human? Sorry, we've got to ask.
DD: I know, I know. Can't talk about it yet. I promise, when the time comes we'll talk about it in depth. The time is just not right.

NP: Thank you very much!

YOU OWN

THUG™ stars YOU as a skate punk out to make it big.



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TEEN T CONTENT RATED BY ESRB

Blood
Mild Violence
Strong Language
Suggestive Themes

Game experience may change during online play.

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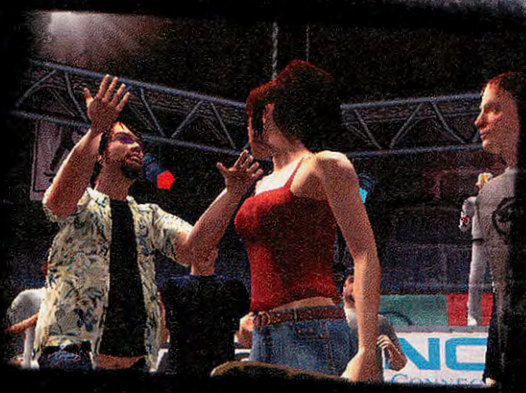
THE UNDERGROUND

Tear it up in cars or other rides.



Star in all of the Story Mode movies alongside the pros.

Design your own tricks, decks, goals, and levels. It's your game!

TONY HAWK'S UNDERGROUND

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Break the rules. Beat the odds.
Become a Star!

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*Face mapping technology is exclusive to PlayStation 2 computer system and requires online connectivity.

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CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

SOUL CALIBUR II
MATCH-UP TACTICS—PAGE 78

Strategies rule CI this issue. We'll complete our sweep of Advance Wars 2's Green Earth, match close-range and speedy fighters against all foes in Soul Calibur II and take you to the deep sea with Viewtiful Joe. Of course, it wouldn't be CI without codes, so buckle up for an 18-wheeler full of them for Big Mutha Truckers.

ADVANCE WARS 2: BLACK HOLE RISING GBA
BACKYARD BASEBALL GCN
BIG MUTHA TRUCKERS GCN
FREAKY FLYERS GCN
SOUL CALIBUR II GCN
VIEWTIFUL JOE GCN

VIEWTIFUL JOE

GCN

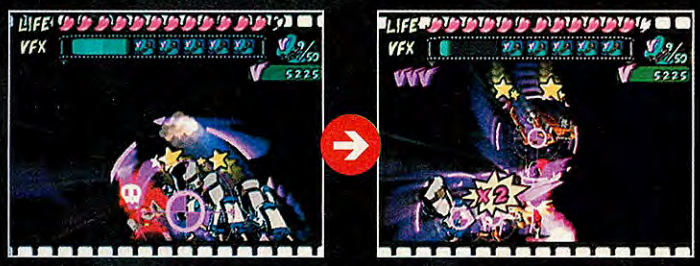
SUB STORY

DIVE INTO LEVEL FOUR AND SEND THE ENEMY SUBMARINE OFF COURSE.

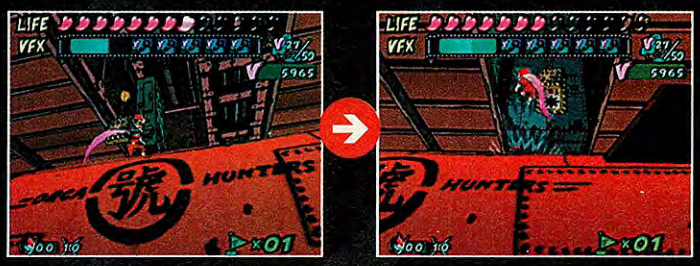
The action heats up underwater in Viewtiful Joe's fourth level, The Viewtiful Escape. In our Volume 173 strategy article, we mentioned that you'd go up against a Joe doppelganger, but that's not the half of it. Getting to the other Joe is a huge challenge in and of itself. It all starts with a rumble against a wave of sailors on the sub's torpedo deck.

BROUHAHA BONUS

The chapter's first battles give you a golden opportunity to rack up V-points by triggering combos. Sailors pop out of portals three or four at a time. As soon as the skull icon appears next to one of the sailors (a sign that he is about to attack), Slow time and use the Control Stick to duck or hop out of harm's way. Crosshairs will target the sailor. Hit him to make crosshairs cover all targets, then score combos by cleaning house.



By using a Control Stick move to avoid a sailor's punch or kick, you'll make him your target in slow motion. Hit him to create combo targets.



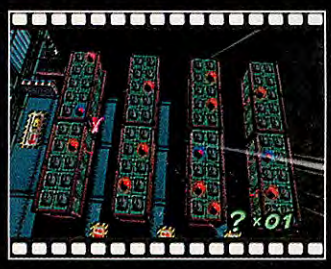
Once you've mopped up the swabbies, speed down the hall and use a slow-mo double-jump to hop onto a torpedo, then jump up into the shaft.

STRATEGIES

TORPEDO TRIALS

After you make the sub turn upside-down, retrace your steps to the torpedo deck. Run to a huge grid and spin-kick two bulbs to reveal three blue trigger points. Hit each trigger point to make the sub's torpedoes shut down, then return to the steering wheel and turn the sub right-side-up.

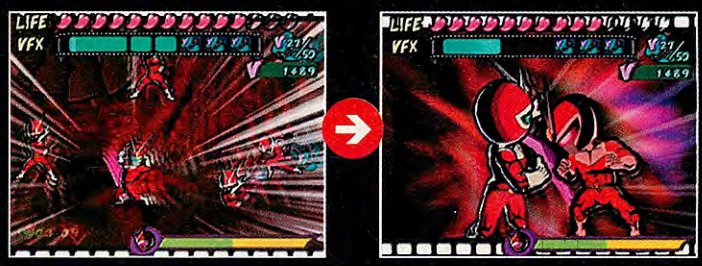
On your way to the grid, drop through platforms by pressing Down and A.



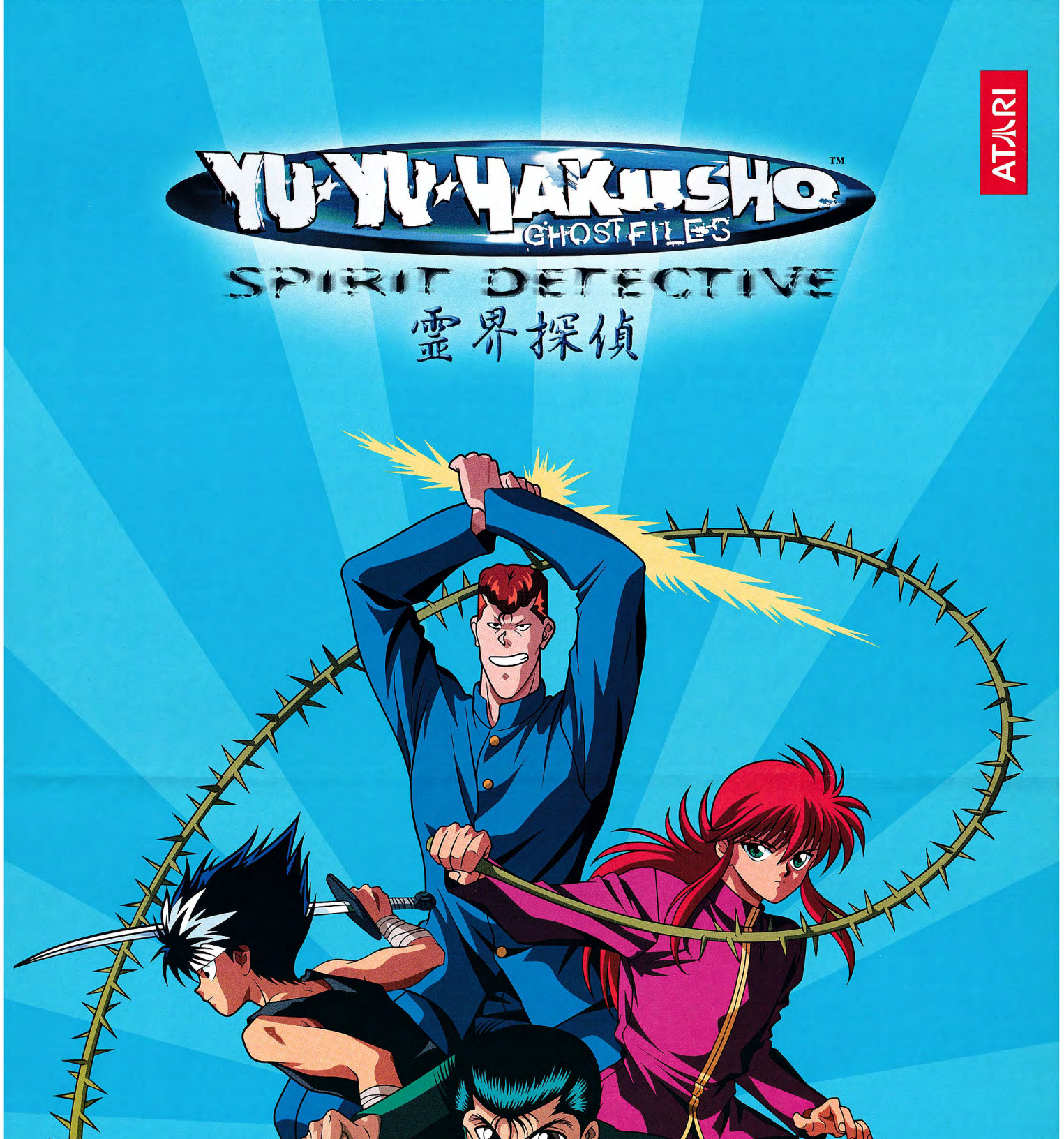
Spin-kick the grid's bulbs to expose three points, then hit each point before the grid resets.

EVIL-TWIN TAKEDOWN

You'll fight Another Joe in the sub's engine room. After your twin exclaims "Henshin a-go-go," he'll create four copies who fly in a circle. Use a spin kick to clear them away. After the villain shouts "Henshin a-bye-bye," he'll scatter copies all over the room. Seek out the real Joe twin and cause some damage with slow-motion attacks. When the enemy calls the Six Machine, knock down the ship and clobber it to earn a cheeseburger.



You'll damage Another Joe by spin-kicking his floating copies. After you deal with them, search for and fight the twin himself.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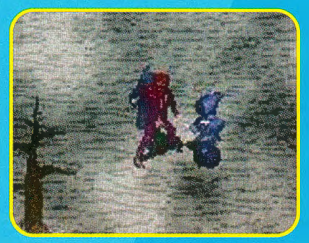
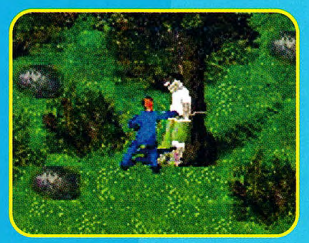




TEEN T CONTENT RATED BY ESRB

Mild Violence

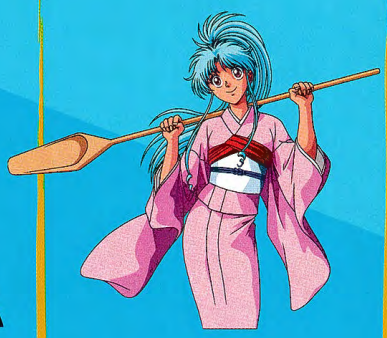
GAME BOY ADVANCE

FUNimation Productions, Ltd.

Yusuke™

Brash, arrogant, with little respect for authority, Yusuke™ is an incredible fighter. A kid who's had his back to the wall countless times and always seems to prevail in the end. That's what's fun about playing as Yusuke™. You'll get his famous spirit gun, spirit shotgun and spirit punch as special attacks, though sometimes your preferred techniques will be good ol' punching and kicking.

Botan™



More of the friendly type who is usually in a good mood, but still all business. That's Botan™. Because being in a good mood a lot doesn't mean you can't swing a bat hard, or use a very effective bug spray as a weapon. So if you want to try being nice, but still kick some bad guy behind, you'll love playing as Botan™.

Hiei™

Hiei™ – a master swordsman. No doubt teleportation is a pretty cool thing, particularly when coupled with a special attack that will amazingly cut down anyone and anything in your path. As Hiei™, you'll see lots of sword work, intense punching, and a special ability to move faster than anyone else in the game. (Which includes things like teleporting yourself behind your enemies, and putting that nasty sword to work.)

You love the show. Now play the game. Beyond being able to play as six of your favorite characters, what's best about this cool new RPG experience is that it's up to you how the story unfolds. You'll have 23 challenging levels of the Yu Yu Hakusho universe to battle through. You'll encounter an onslaught of sinister demons and villains like Rando and Suzaku. You'll pick up all sorts of weapons and abilities along the way. Basically, you'll be right in the middle of all the action. So, why just watch the show when you can actually be in it?

Mild Violence

GAME BOY ADVANCE

FUNimation Productions, Ltd.

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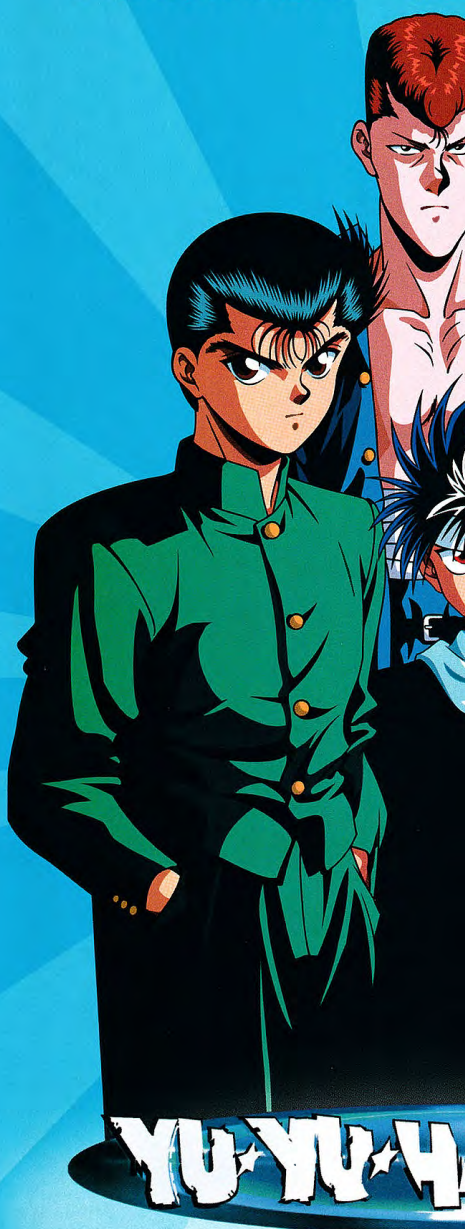
Favorite class? "Den



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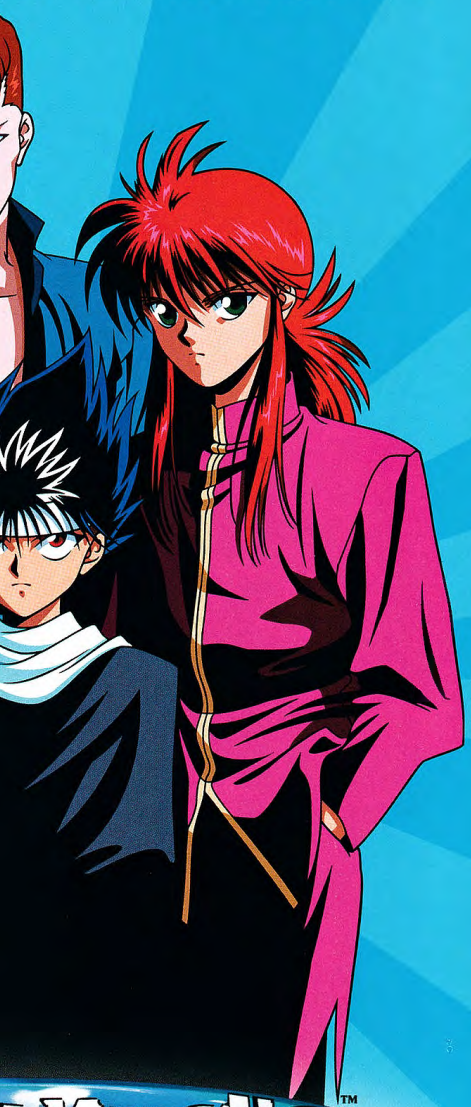

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Kayko™

You'd be surprised how far you can get in the spirit world with nary a weapon at all. Just a matter of being nice, well-liked and able to get Yusuke™ out of some pretty sticky situations. That sums up Kayko™. She succeeds with little more than a pretty smile and a positive attitude, which is pretty impressive given what all is out there. Time to prove yourself worthy.

Kurama

Soft spoken, calm, yet with incredible strength, playing as Kurama is one intense experience. Your whip will afford you a variety of special attacks, from Spirit Whip and Rose Whiplash to the Rose Blossom where you'll rain down lethal rose petals upon any unfortunate bad guys who get in your way. Got to love that whip.

Kuwabara™

A meaner than mean fighter who likes kittens? (But who's going to make fun of him?) Play as Kuwabara™ and you've got a spirit sword that gets bigger, badder, and more vicious as you play. Punch, kick, and slash your way to victory. Plus you're the only one in the game who can physically move heavy objects out of the way. Kuwabara™ – a tough guy with a soft spot and an ironclad honor code.

• Bring the fight to the sinister demons as you play as six of your favorite characters.

• Punch, kick, slice, shoot and whip your way through 23 intense levels.

• Take down the bad guys with the powerful weapons you know from the show.

BACKYARD BASEBALL — GCN

▼ BE LIKE BARRY — STRATEGY

HIT THE BALL INTO THE DRINK TO UNLOCK A WATER-THEMED BALL FIELD.

Barry Bonds is no stranger to sending baseballs into the drink, as evidenced by his routine rocket shots into the San Francisco Bay. By using the kid version of Barry Bonds or any other Backyard Baseball slugger to hit home runs into the water on three different fields, you can unlock a bonus field that is actually underwater. Your targets are the pond beyond Frazier Field, the Gator Flats swamp and the pool past left field in Steele Stadium. Splashers in all three fields during pickup games or season play will give you the Aquadome, a stadium on the ocean floor where so many Barry Bonds home runs end up.

The Frazier Field pond is big, but far away. You'll really have to smash the ball to hit the water.

The Gator Flats swamp is the biggest water hazard in the circuit. Any home run will get wet.

A right-handed slugger, such as Sammy Sosa, has the best chance of pulling the ball into the Steele Stadium pool.

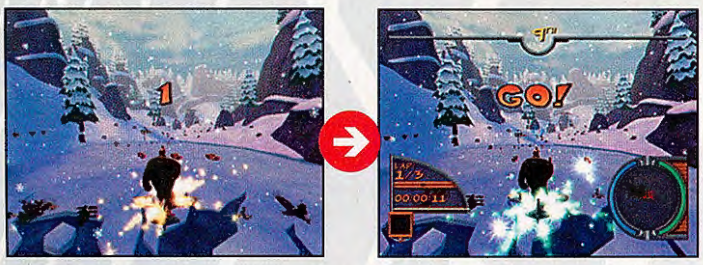
Your home-run triple splash will unlock the Aquadome. You'll unlock Humongous Memorial Stadium if you reach the World Series.

FREAKY FLYERS — GCN

▼ COUNTDOWN TO LAUNCH — STRATEGY

START WITH A BURST OF SPEED BY GOING BY THE NUMBERS.

Some racing games give you a speed boost if you hit the accelerator at the moment the race starts. Freaky Flyers awards you with a burst of speed if you press the accelerator and brake alternately as the race countdown progresses. The countdown starts at 3. Press R when 2 appears on the screen. Press L when 1 appears. Press R again on Go. You'll blast out ahead of the pack for the quick lead.



Your craft will release a colorful emission with every well-timed tap of the R and L Buttons.

BIG MUTHA TRUCKERS — GCN

▼ CHEATS BY THE TRUCKLOAD — CODES

UPGRADE YOUR RIG, UNLOCK MISSIONS AND MAKE TRUCKING A BREEZE.

If you're itching to hit the open road, you can get a big head start in the Trial by Truckin' story mode or open all Mission-mode scenarios by entering cheats. Select the Options/Cheats menu, then press Y to bring up the code interface. Input any of the codes listed below, press Y again to select the Enter key, then press A to register the code. A correct code will make one or more options available on the Cheats menu. Default status for most cheats is Off. If you want a cheat to take effect, toggle it on then press the A Button. Two different codes unlock every cheat, except the Evil Truck cheat. If you don't want to unlock all cheats at once, you can unlock them individually.

CODE	UNLOCKED CHEAT(S)
CHEATINGMUTHATRUCKER	ALL CHEATS EXCEPT EVIL TRUCK
ATJCEHJMJ	ALL CHEATS EXCEPT EVIL TRUCK
LAZYPLAYER	UNLOCK ALL MISSIONS
PUBLICTRANSPORT	INFINITE MISSION TIMER
6WL	DISABLE DAMAGE
LOTSAMONEY	PILE OF CASH
USETHEFORCE	AUTOMATIC SATNAV
GINGERBEER	HYPERFAST TRUCK
DAISHI	SMALL PEOPLE
VARLEY	EVIL TRUCK
VICTORS	DIPLOMATIC IMMUNITY

The Infinite Mission Timer cheat causes the timer to freeze with one second remaining.

After you activate the Disable Damage cheat, you'll be able to hit obstacles without hurting your rig.

The Pile of Cash cheat puts 10 million dollars in your account for truck upgrades.

The Automatic Satnav ensures that you're always headed for the most lucrative destination.

Use the Hyperfast Truck cheat to get to where you're going quickly.

The Evil Truck cheat gives your rig a new intimidating look.

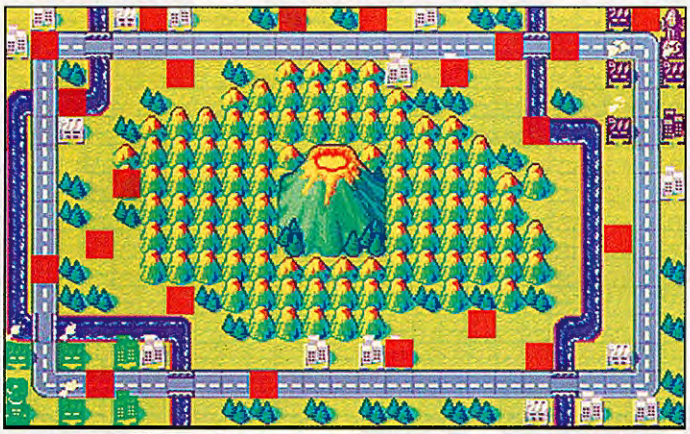
GREEN EARTH ADVANCED

BEAT LORD STURM'S ARMY TO THE EDGE OF DEFEAT ON GREEN EARTH.

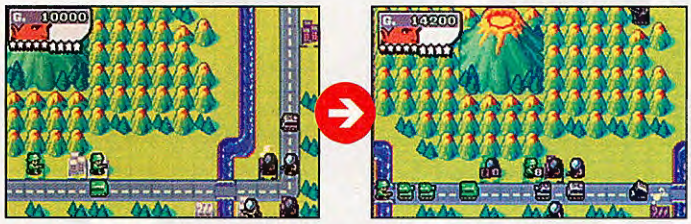
The fight for Green Earth is far from over. Last issue, we guided you through the first four battles for the final occupied land, and up to the Neotank plans. This issue, we'll take you through the rest of your trials against Hawke in preparation for a showdown versus none other than Lord Sturm.

RAIN OF FIRE

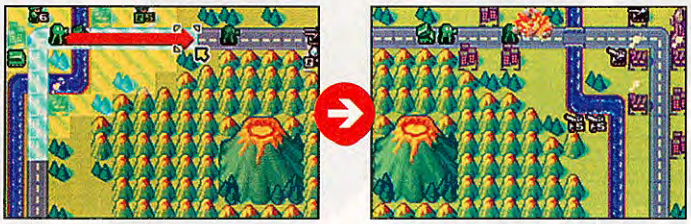
What makes Rain of Fire a four-star challenge is the volcano that sits in the center of the mission area. Every day, the volcano spits lava in one of two alternating patterns. Red squares on the map below show all of the volcano's targets. By avoiding the places where lava hits, you'll be one step ahead of Hawke. The Black Hole Army CO will build a formidable force in the northeast corner and move south, then west. Start by building your own force in the southwest corner and taking over the neutral properties east of the river. Prepare your army for a defense of the area, then march a faction to the north, build an attacking army and spread east for a run at Hawke's HQ. Capture or occupy his factories as you take control over his capitol.



Over two days, the volcano will hit every red square on the map. Avoid the spots as you advance to Hawke's HQ.



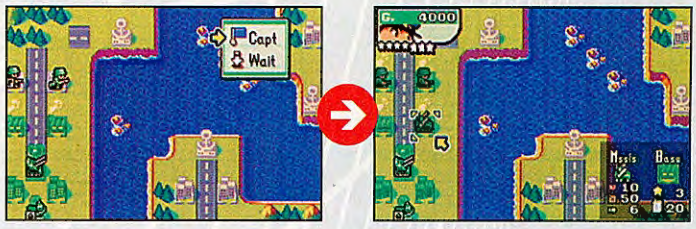
Hawke will spend most of his resources storming south then west to attack your properties. Be ready for him.



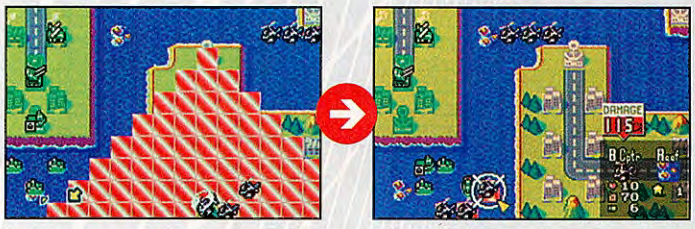
While Hawke attacks you from one angle, you'll do well by choosing the other path. Build in the northwest corner, then head east.

NAVY VS. AIR

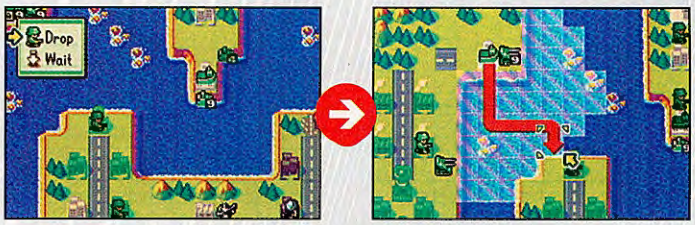
Ready your Cruisers and Anti-air units and prepare for a long battle against Hawke's air and ground forces. Spend the first few days capturing neutral properties near your starting location and building at least one Missile unit. Load your Lander with two Infantry units, but don't leave the harbor just yet. Watch the attack ranges of Hawke's six Battle Copters and position your Cruisers just out of range of the lead copter on Day 4. Hawke will move the Battle Copters over the water during Day 4, leaving them vulnerable to your Cruisers and Missile. While you destroy most of his copters on your next turn, move your Lander out of the harbor and set a course for the neutral harbor on the western half of the south-central island. Establish a position on the island and spread over its western properties. At the same time, build and send another Infantry-loaded Lander to the neutral seaport on the north-central island. Spend the middle part of the mission fighting over properties on the central islands and continue to shoot Hawke's air forces out of the sky at every opportunity. Control over the airport on the north-central island will open possibilities for your own air attacks. Control over the factories on the south-central island will give you the upper hand on the war of attrition. Set up strong lines, pulverize Hawke's attacking forces and mount a slow sweep to the east. Put units on all of Hawke's airports to prevent him from creating more air forces, and keep him under control until you can set an Infantry unit onto his HQ to complete the mission.



Capture properties near the starting point and build a Missile unit. Don't move your Cruisers until the enemy copters draw near.



On Day 4, place your Cruisers just out of range of Hawke's Battle Copters. On Days 5 and 6, blast all six copters out of the sky.

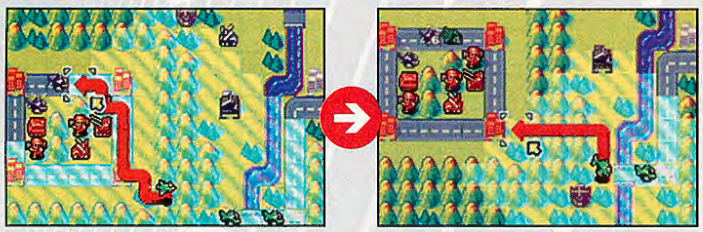


Establish positions on the north- and south-central islands and prepare for a long war that will end in your domination of the eastern properties.

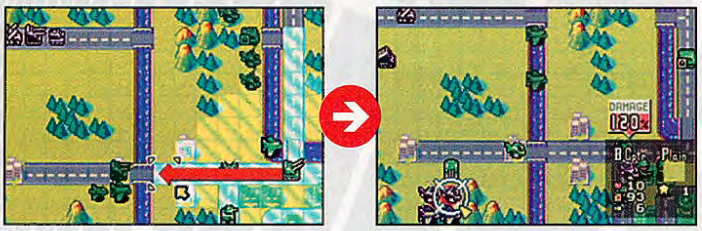
TO THE RESCUE

Eagle comes to Sami's aid in a tough battle against a huge army and four daily firing Laser Cannons. You must keep both of your armies alive and either take over Adder's HQ or destroy all of the cannons. Sami's forces must take a defensive position, but Eagle can mount a strong offensive.

Move some of Eagle's units north from the southeast corner to the center of the map and give Sami's forces immediate support. At the same time, push Eagle's other units north and west to make a play for the neutral properties on the edge of the map. Check the range of Adder's Laser Cannons and Missile units every day to make sure that you don't put Eagle's already-thinly spread units in needless danger. Build fast-moving forces with the funds that you collect from capturing neutral properties, and concentrate on building in the south and east. Save your CO Power until you can call Eagle's Super CO Power, Lightning Strike, for a two-turns-in-one attack. The Lightning Strike is particularly useful against the Laser Cannons. Sit tight with Sami's forces and use the mountainous terrain to your advantage.



Advance northwest into the center of the map to support Sami's forces right away.



Use your remaining forces to establish positions in the east and south, capturing properties to generate funds.

Fend off an early helicopter attack on Sami's position, then continue to defeat enemy units as they approach.

Hold your positions in the east and south and begin a slow attack on the Laser Cannons, using Lightning Strike often.

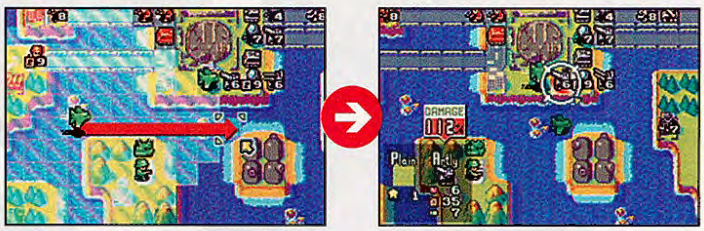
GREAT SEA BATTLE

The war for Green Earth comes down to a three-CO struggle against Hawke's army and a prolific unit-producing factory. To claim victory, you must break the factory's pipeline seam in the northeast corner. Two Black Cannons and scads of Minicannons will be difficult to deal with, but you'll win the battle if you take a careful approach. Use Eagle for air battles and Andy for ground battles, and have Sensei ready for the attack on the pipeline seam.

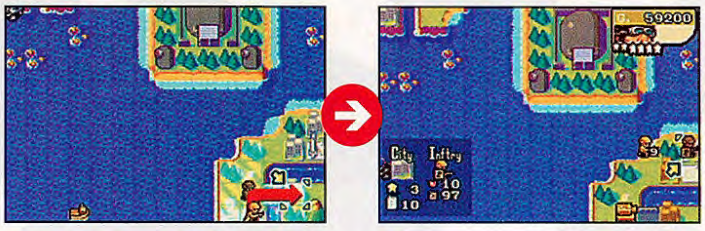
Begin by moving east with Andy's ground units to the island that holds the northwestern Black Cannon, then block the bridges and eventually destroy the cannon. Build an air force with Eagle and move north to provide support for Andy. Together, Eagle and Andy will be able to reduce Hawke's hold on the north-central section of the mission area drastically and draw many of Hawke's resources to the west.

In the meantime, use Sensei's units to take a position in the southeast, destroy the southeastern Black Cannon and sweep to the north. Use Rockets to destroy the Minicannon that protects the pipeline seam, then go after the seam itself.

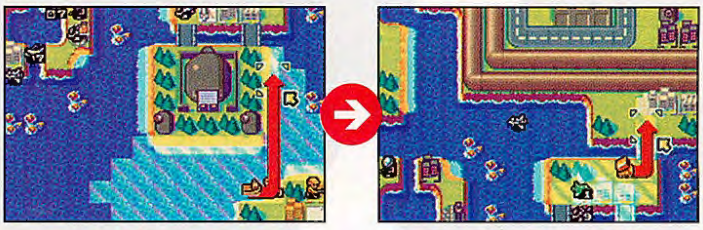
Use Andy's units to establish a position in the northwest quickly, and destroy the closest Black Cannon.



Develop Eagle's air units and use them to support Andy's ground units in the northwest, whittling away at the Minicannons and Hawke's units.



While Andy and Eagle keep Hawke busy in the central-north section of the mission area, use Sensei to establish a position in the southeast.



Move north with Sensei's forces and use Rockets to hit key targets on the other side of the pipeline.

CUT TO THE QUICK

DOMINATE THE SOUL CALIBUR II ARENA WITH CLOSE AND QUICK BATTLERS.

Our Volume 172 Soul Calibur II review separated the game's 15 initial fighters into four categories. This issue we take a closer look at strategies for close-range and fast fighters.

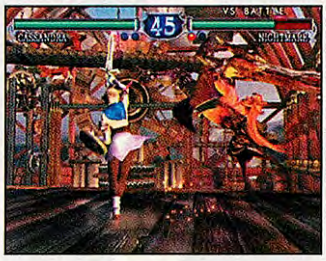
CLOSE-RANGE FIGHTER VS. CLOSE-RANGE FIGHTER

Link, Cassandra, Talim and Yunsung define the close-range category. When you're guiding one close-range fighter against another, use moves that maximize your reach, such as Link's Power Thrust and Yunsung's Vengeful Thrust. Don't attempt throws unless your reflexes are incredibly quick.

CLOSE-RANGE FIGHTER VS. LONG-RANGE FIGHTER

When your close-range fighter meets Kilik, Xianghua, Ivy or Raphael, step out of your opponent's range and play with patience. The other fighter's far-reaching attacks will be easy to block. Use guard impacts, then move in close and toss or attack your opponent when he or she is stunned.

CLOSE-RANGE FIGHTER VS. HEAVY HITTER



Astaroth, Nightmare and Necrid make up our heavy-hitters category. They're much slower than close-range fighters. Move in quickly and keep your opponent off guard by executing speedy swipes. Avoid jumping attacks and back away quickly after you pull off throws.

CLOSE-RANGE FIGHTER VS. FAST-AND-FURIOUS FIGHTER

Fast fighters can interrupt and counter moves that take too long to execute. Stick to quick, simple moves when you're going up against Maxi, Taki, Voldo or Mitsurugi. Use opponent-juggling attacks, such as Cassandra's Heaven Lift, to send your target into the air.

FAST-AND-FURIOUS FIGHTER VS. CLOSE-RANGE FIGHTER

Speed-oriented fighters Maxi, Taki, Voldo and Mitsurugi can dominate close-range fighters when they use their whole arsenal of attacks—throws, kicks, recovery moves and both horizontal and vertical slashes. Strike aggressively and use upward thrusts to put your opponent in the air.

FAST-AND-FURIOUS FIGHTER VS. LONG-RANGE FIGHTER

Approach a battle against Kilik, Xianghua, Ivy or Raphael with in-your-face moves that don't give your opponent a chance to wind up and attack. Alternate between throwing moves and opponent-juggling uppercuts to keep your target from establishing a solid defense.

FAST-AND-FURIOUS FIGHTER VS. HEAVY HITTER

Your battler's speed will make it easy for you to dodge a heavy fighter's vertical attacks and stay within range so you can use quick jabs. Toss your bulky opponent when you can get a grip, and follow with more fast moves.

FAST-AND-FURIOUS FIGHTER VS. FAST AND FURIOUS FIGHTER

Blocking won't be a factor when you pit one fast fighter against another. Look forward to a purely offensive battle and, if you have the luxury of knowing in advance which weapons your opponent will use, equip your fighter with similar weapons.

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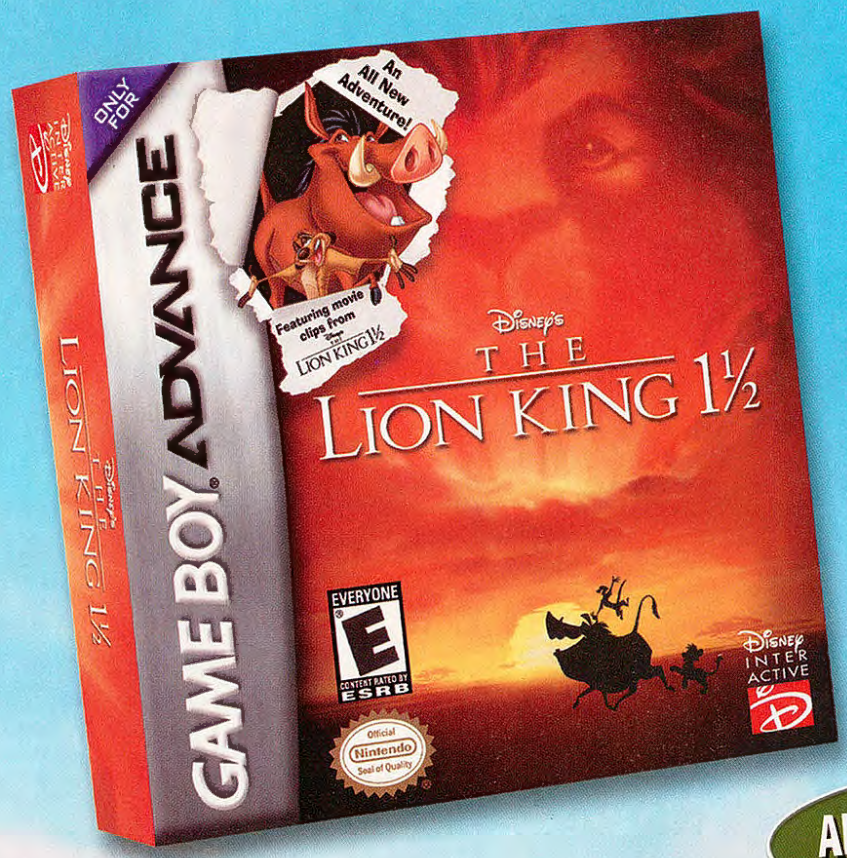

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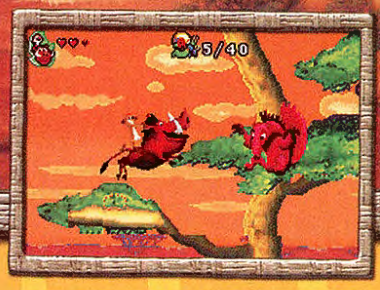

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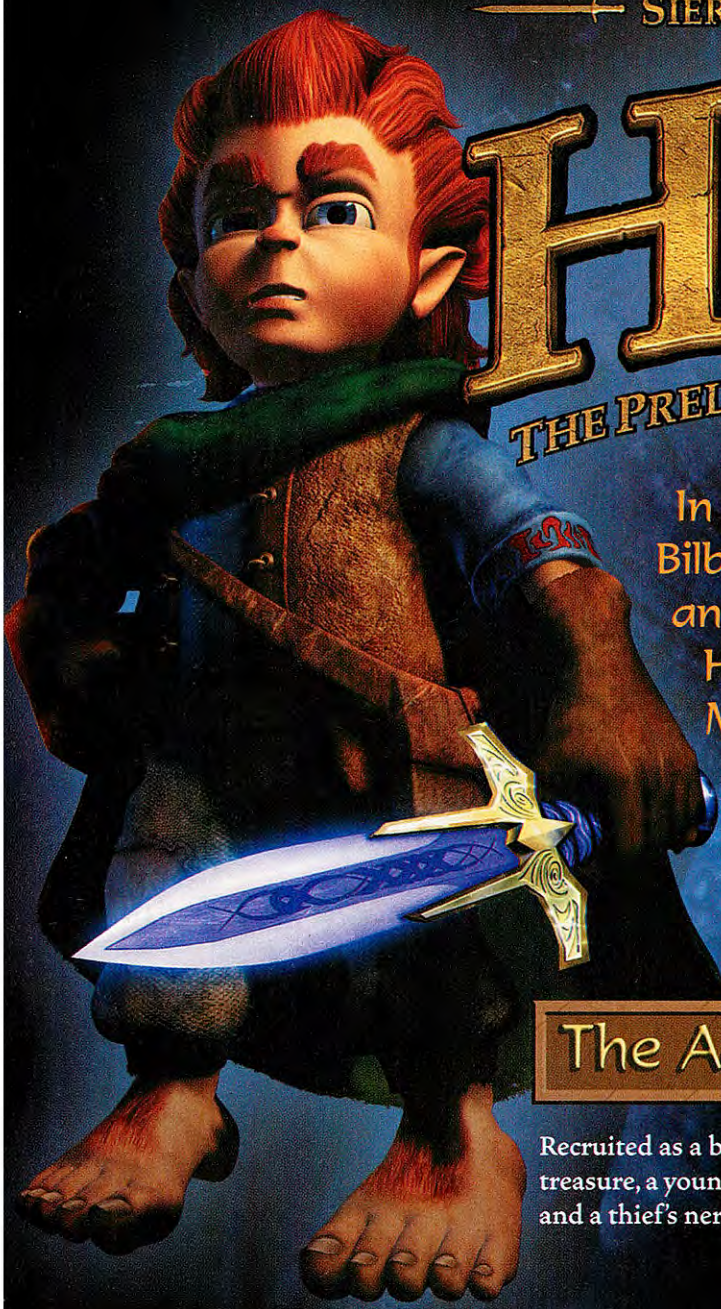
SIERRA ENTERTAINMENT PRESENTS

THE Hobbit™

THE PRELUDE TO THE LORD OF THE RINGS™



In Vivendi Universal's GCN adventure, Bilbo Baggins must accompany Gandalf and a party of dwarves from peaceful Hobbiton to dragon-infested Lonely Mountain. Grab your walking stick.

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EVERYONE E CONTENT RATED BY ESRB — Comic Mischief Violence

The Adventure Begins

Recruited as a burglar by a band of dwarves seeking to reclaim their lost kingdom and treasure, a young Hobbit must quickly acquire a hero's courage, a warrior's combat skill and a thief's nerve. Say goodbye to the Shire, Bilbo.

Bilbo's World

Bilbo's journey through Middle-earth is full of many dangers, but a little luck, a few coins and a lot of tenacity will get him through. Keep your eyes open for hidden treasure, but remember: valuable items usually require an especially risky detour.

Saving

Pedestals scattered throughout the game are your opportunity to save your progress. Risk nothing until you've used one.

Gems

Gems are symbols of courage. If you acquire enough, your health meter will extend. Gems show you the way, too.

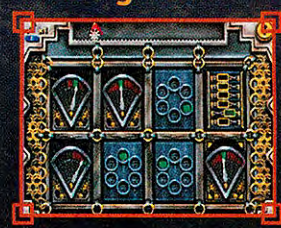
Coins

The clink of metal isn't always the sound of battle. At the end of each mission you'll buy potions and items with coins.

Mushrooms

Mushrooms restore your health, and you can find them hidden throughout Middle-earth. Keep an eye on your health meter.

Picking Locks



When the tumbler on a lock registers green, press A. Don't blow it, or you'll get a faceful of poison—or worse.

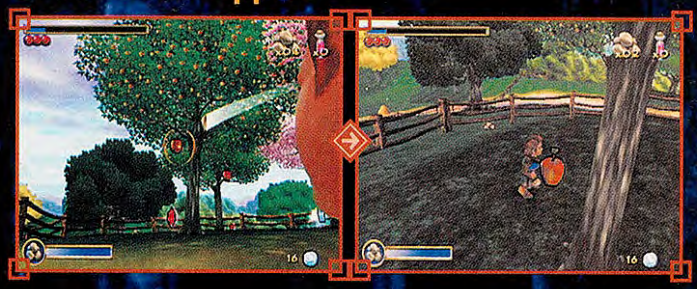
An Unexpected Party

The game begins in the peaceful Shire, where Young Bilbo lives a simple life. He wakes from a dream of Orcs and Elves to find Gandalf calling him to action. The first step: make preparations for a long journey and learn a few valuable skills in the process.

Objectives

- Meet the Dwarves
- Find your walking stick
- Help fix the bridge
  - -Find the hammer
  - -Find three bundles of nails
- Retrieve Gammer's sewing needle
- Move Hanna's butter churn
- Retrieve provisions for Bombur
  - -Sugar
  - -Spice
  - -Wheat
  - -Three apples
  - -Three berries
  - -Three eggs
  - -Sausages
  - -Tea-cakes
- Open Lorella's chests
- Scare off crows
- Find the four Hobbit children
  - -Hamfast
  - -Hilda
  - -Bell
  - -Sadoc

Shoot Down Apples



A Hobbit farmer at the base of a ledge says that the sweetest apples are in the orchard above. Drag a hay bale and climb on it to reach the ledge, then practice your aim by knocking the apples from the trees. There's a little arc on your throw, so aim a bit high for longer throws.

Steal Berries

Nothing tides adventurers over like berries, but the farmer isn't going to part with them easily. You'll have to sneak past when his back is turned.

Get the Eggs

The chickens will make a terrible racket if you step on any of the lighter-colored squeaky boards. So tiptoe around them to gather eggs, or jump over them altogether.

Last Kid Hiding

Find one kid in the hay loft, another behind the orchard and a third by the hen house. The last is through the gate that wasn't open before back toward home.

Roasted Mutton

Bilbo must prove himself to his Dwarven companions by scouting ahead to investigate a mysterious light near camp. Make your way carefully past wolves and dangerous plants before sneaking into a camp of giant trolls.

Objectives

- Talk to Thorin
- Investigate the light
  - -Lower the water level
  - -Raise the water level
- Steal the wallet

Balin Teaches You a New Trick

Balin's a crafty one, no question. He'll show you how to use your walking stick to make running jumps that carry you farther than normal jumps. During a full sprint, hold down L and jump. You'll pole-vault a great distance.

Trolling for Loot

Bilbo must use his light steps and quick hands to slink past the trolls and make off with their wallet. Tiptoe behind the bushes and wait behind the first boulder. When the first troll walks away, make your way to the next boulder. Then creep behind the next troll, avoiding the leaves, and slip by the last troll when he's yawning.

Troll Hole

Bilbo has been charged with finding an exit from the troll caves. The caves are crawling with nasty creatures, but Bilbo's learned a few new battle tricks that will serve him well. The caves will test your leaping ability in particular.

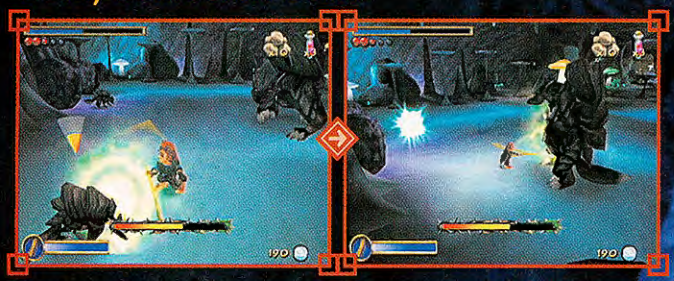
Objectives

- Find the troll cave
- Find the troll key
- Retrieve the healing draught

Bare Feet, Big Stick

Bilbo is about to get a lot handier with his stick. By leaping in the air and delivering a blow from on high, he can scatter his enemies. And with his new combination attack, he can string together a series of blows.

Back, Bullroarer! Back!



The Bullroarer bites and tosses rocks. Only its chest is vulnerable, and when you strike its children, it rears back in outrage. That's your chance. Deliver a few quick blows, then retreat.

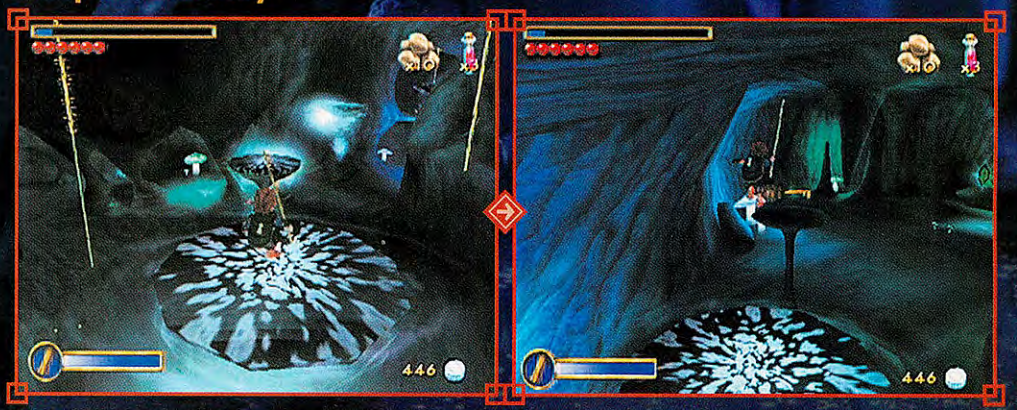
Find the Healing Draught, Fast

The draught is atop a ledge to your left as you enter the cave. Follow the platforms to it, then hustle back to the injured Elf.

Witch-king Crystal

The ailing Elf will reward your kindness with the Witch-king Crystal. Use it to activate the floating platform. It will float away, sink out of sight, then return.

Leap for the Key



Once you've installed the second Witch-king Crystal (found on the other side of the waterfall), you'll leap from floating platform to floating platform. Wait a cycle before leaping; the pattern is deceptive.

Through the Door and On to Sting

Once you've leapt your way to the key and found yourself back outside, pole-vault to the ledge on the other side of the entrance. On the ledge above are two wolves and a door. If you defeated the spider behind the waterfall, use your throwing skills to pick off the wolves. Otherwise, use your staff to get your blade, Sting.

Over Hill and Under Hill

Bilbo, Gandalf and the dwarves are stuck in a treacherous mountain pass, buffeted by winds and soaked by rain. Bilbo must find firewood for the campsite, but that easy task turns into another adventure entirely.

Objectives

- Talk to Bofur about the campfire
- Get firewood for Bofur
- Fix the gold machine
  - -Find the large gold gear
  - -Find the small gold gear
  - -Find the medium gold gear
  - -Find the gold shank arm
  - -Find the gold shank head
- Fix the copper machine
  - -Find the large copper gear
  - -Find the small copper gear
  - -Find the medium copper gear
  - -Find the copper shank arm
  - -Find the copper shank head
- Fix the metallic machine
  - -Find the metallic shank arm
  - -Find the medium metallic gear
  - -Find the small metallic gear
  - -Find the metallic shank head
  - -Find the large metallic gear

Two Slices of Sting

On your way to collect firewood for the Dwarves, you'll pick up a scroll that teaches you a new attack. By pressing the B Button rapidly, you can link sword attacks together to deliver extra damage.

A Simple Errand

A narrow mountain pass leads to a stack of firewood. But the ledge gives way, and Bilbo plummets into trouble. Start climbing, but be careful of the rotten vines—they break.

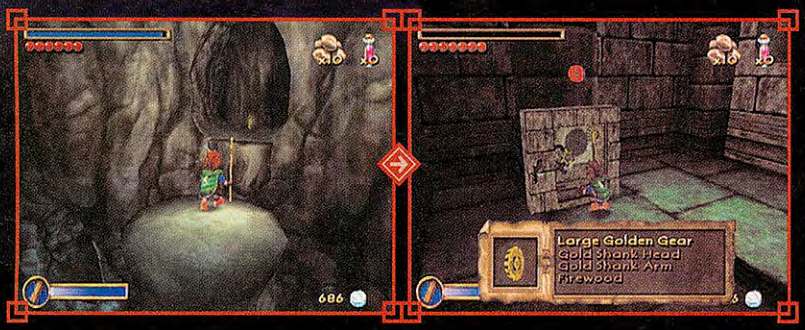
A Threat from Above

Bilbo suddenly encounters Mountain Giants, and they aren't very welcoming. Avoid the boulders they toss at you by paying attention to the shadow of the falling rocks, and make bridges by throwing rocks at loose rock formations. Find shelter in the cliffside cave, then deal with the wolves.

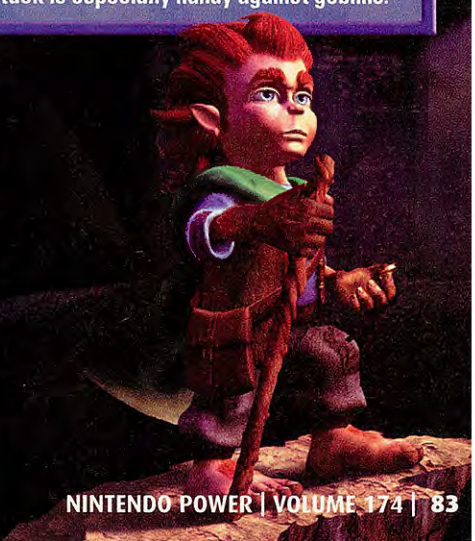
Jumping Attack

To send enemies reeling, leap high into the air with Sting fully charged, and strike. You'll scatter enemies bunched in a group, and any foe you hit directly will lose its shield. The attack is especially handy against goblins.

Fix the Gold Machine



Bilbo must reassemble three machines in the half-sunken castle. But stay out of the water; Hobbits can't swim. Each machine is in pieces spread throughout the castle. Collect all five pieces, then return to the machine. It will open a pathway to the next stage.



Riddles in the Dark

Wolves and Bullroarers are one thing. Goblins are another. Bilbo must fight his way deep into the mines to save the imprisoned Dwarf, Balfor. But first he'll have to make his way across a world of goblins and Dwarven contraptions.

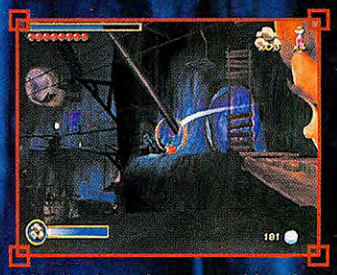
Objectives

- Exit the caves
  - -Extend the bridge
  - -Lower the bridge
- Free Balfor
  - -Go to the jail
  - -Talk to Balfor
  - -Hit the cell-door switch
- Bribe the guard to open the gate
  - -Find the Wart-Stone
  - -Take the stone to the guard
- Activate the Mugg-lift
  - -Find a key for the Mugg-lift
  - -Activate the Mugg-lift
  - -Find a key for the Grit-lift
  - -Activate the Grit-lift
  - -Find a key for the Dim-lift
  - -Activate the Dim-lift
  - -Take the lever to the Wart-lift

Quite an Arm on the Little Guy

Bilbo can throw rocks at a greater velocity than before, increasing their effectiveneess. Snipe your enemies, then close in.

To the Bridge



Lift the barrel on your side of the bridge, then throw a rock at the barrel on the other side to lower the bridge.

The Wart-Stone

You must bribe the guard into letting you through the gate and into the jail. Find the goblin Ugslap in his lair by activating various lifts, and take the Wart-Stone from him. One false step, however, will send you to the bowels of the earth.

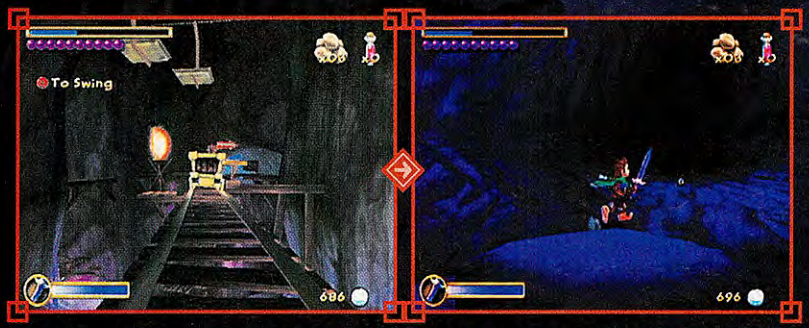
Defeat the Guard

You pay the goblin, and he attacks you. How typical. Use your leaping attack to break the goblin's shield, then repay his treachery with your blade.

Free Balfor NP

Slip past the first guard and over to the stack of crates, then on to the next. Balfor will point out the lever that opens his cell. All you have to do is pull the lever without being seen—Balfor will take care of the rest. Then throw rocks to bring down the ladder to the walkway above, and climb up for a new skill and lots of gems.

The Mine Cart

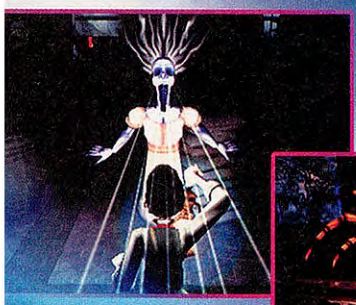


The mine cart is a runaway train, and you're the engineer. Slice at the switches as you pass to trigger them and change direction. The escape is in two stages; the first ends in a cave mouth full of gems. The second leads to the ring.

Meet Gollum

At this point, you've mastered combat, thievery and the use of the game's many items and potions. And you haven't even found the One Ring yet. The next chapters of the game introduce you to wicked Gollum and let you use the One Ring to make yourself invisible. It's a long quest to Smaug the dragon, and you'll need all the help you can get.

THERE IS ALWAYS ROOM FOR ONE MORE GUEST.



Disney's

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PlayStation.2

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GOTHAM CITY HAS A

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(s03)

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Pokécenter

The latest from the world of Pokémon takes us back to Hoenn, over to Japan and into the future of TCG—so chasing down all the news has us dizzy as a Baltoy hopped-up on PokéBlocks! But we'll calm down long enough to bring you all the facts.

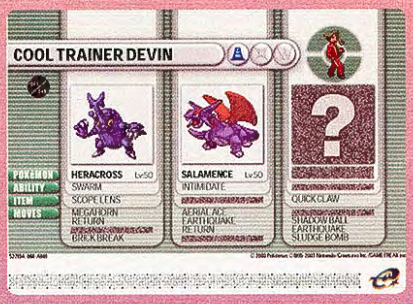
JIRACHI SIGHTING!

The whole Pokémon world is gossiping about a new Pokémon that's popping up all over the place. We're spilling the beans—it's Jirachi! The Legendary Pokémon is the cutest creature that we've ever seen. But it's always the wee ones that wield the earth-shattering megapower, isn't it? Let the speculation begin! Next issue, we'll have more details about how you can catch Jirachi for your own. Until then, keep your ear to the ground and an eye on the stars. You never know if you'll be one of the first to see Jirachi!

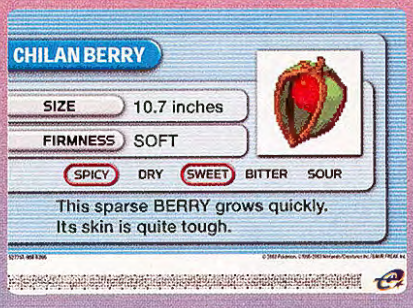
SCAN, SURVIVE, THRIVE

Those who've risen to the top of their game in Hoenn have attracted the attention of a new wave of challengers—the world-class Trainers in the new Pokémon Battle-e Card sets, which hit stores on October 21. For $5.99 MSRP, you can grab one of the three 18-card packs—Freezing Ray, Hidden Ruins or Iron Defense—which each include two nine-card theme packs. The Battle-e Trainers have a mysterious approach: They reveal two of their Pokémon on their card, yet hide their third from you until you scan the card and battle them in Mossdeep City. Hmmm. Suspicious. But you will be surprised—we promise.

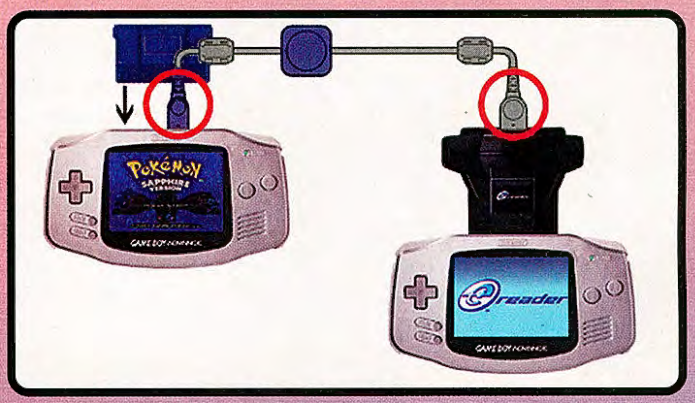
Pokémon® Battle-e Card



Trainer cards feature three icons. The tower icon means that the Trainer will start showing up in the Battle Tower once he's scanned. The star icon means that the Trainer may have a rare Pokémon, and the crown signifies that the Trainer battles with three level-100 Pokémon!



You can also get Berry cards from the Battle-e packs. A Berry card allows you to import foreign fruit into your game. After you scan the card, you must visit Norman in Petalburg, who will give you the berry. The scan-granted berries are rare, so plant them in gardens to raise a treasure trove!



To make Battle-e hit Hoenn, you'll need a Game Boy Advance Game Link cable, one GBA that holds your Pokémon Ruby or Pokémon Sapphire Game Pak and an e-Reader attached to a second GBA. You'll also need to unlock the Mystery Events menu option in your Pokémon Ruby or Sapphire game. Check out the Battle-e section of pokemon-games.com for more details on getting your system ready for action!

FANATICS HEAD TO FESTA

Pokémon fandom in Japan is so enormous that the Pokémon Festa convention, which finished its second summer tour in August, drew unbelievable crowds at every stop on its nine-city stint. And we've got exclusive photos from the best Pokémon-fest on the planet!

Pokémon fans swarmed the GBA zone, where they vied for the right to call themselves one of the very best Trainers in the country.

TCG Trainers jammed the aisles, waiting for their chance to test their decks head-to-head against mobs of card-slingers from all over Japan.

Pokémon games and other upcoming products are always out in force at Festa, and young fans were fully entranced by Pokémon Channel.

FLY THE FEARSOME SKIES

So you've mastered the Pokémon in EX Ruby & Sapphire, weathered Pokémon-e TCG: EX Sandstorm and become a tougher TCG Trainer, have you? Nintendo will release a third EX expansion on November 24, and you'll either join forces with its Pokémon or have your decks torn by their talons. EX Dragon is its name; shredding decks is its game. We'll have more on the high-stakes expansion next issue.

Pokémon e TRADING CARD GAME

EX DRAGON

Rayquaza ex
100 HP
BASIC
When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.
Spiral Growth
Flip a coin until you get tails. For each heads, search your discard pile for a basic Energy card and attach it to Rayquaza ex.
Dragon Burst
40x
Discard either all Energy or all Energy attached to Rayquaza ex. This attack does 40 damage times the amount of or Energy discarded.
weakness
resistance -30
retreat cost

Mysterious Dragon-types fill the skies of the upcoming expansion. Rayquaza ex is one of many cards that will dominate the game in the months to come.

CALLING ALL TCG TRAINERS

You've got a deck you believe in. You stand by your Pokémon to the end. Now show the world what you and your deck are made of. If you've got the right stuff—and you know you do—you'll be among the final competitors at the 2004 Pokémon-e TCG World Championship. Trainers are already proving their strength at the Pokémon Organized Play tournaments held across the United States. The more you play and win at the tournaments, the larger your national reputation and your ranking at the official Pokémon-e TCG website will grow. If you are among the very best, you'll be invited to the final championship in mid-2004! Visit pokemon-tcg.com to find out about the next tournament nearest you. (Then tell us about your tournament experiences! Send e-mail to pokecenter@nintendopower.com.)

POKéMON ORGANIZED PLAY

CARD COLOSSEUM

It was only a matter of time! Trainers have discovered which cards from earlier Pokémon-e TCG expansions amplify the powers of new EX Ruby & Sapphire and EX Sandstorm cards. Trainer Alex Stein from Pennsylvania has sent us one of the most brilliant fusions that we've seen, using cards from Aquapolis and the first base set to bring out the new superpowerful Pokémon-ex cards faster and defend them with strong old-school Pokémon. Does your deck stand up to his Psychic- and Fire-type onslaught?

DECK NAME: *MEWTWO ex's FIERY MIND*

TAUNT: *"FEEL THE FLAMES OF ANGER!"*

- 1x MEWTWO ex #101
- 1x MAGMAR ex #100
- 1x CHANSEY ex #96
- 1x POKéMON FAN CLUB #130 (Aq)

This card's the key to Alex's deck: It lets him search for two Basic Pokémon and put them on the Bench so he can get his Basic Pokémon-ex out frighteningly fast!

- 1x KIRLIA #35
- 1x RALTS #67
- 1x RALTS #68

From the four available Ralts cards, Alex uses #67 for its Sleep-causing Hypnoblast and #68 for its Link Blast.

- 1x ALAKAZAM #1 (B1)
- 2x KADABRA #32 (B1)
- 3x ABRA #43 (B1)
- 1x CHARIZARD #4 (B1)
- 2x CHARMELEON #24 (B1)
- 2x CHARMANDER #46 (B1)
- 1x HAUNTER #29 (B1)
- 2x GHASTLY #50 (B1)

Alex relies on several classic evolutionary chains—true power never goes out of style! Alakazam's Damage Swap lets you reallocate damage among your Pokémon in play. Charizard's Fire Spin packs a 100 HP wallop, though it burns up Energy cards in the process. And Haunter's Dream Eater lets you inflict 50 HP damage on a sleeping Pokémon. Bring on the old-school pain!

THE REST OF THE DECK

- 12x PSYCHIC ENERGY
- 11x FIRE ENERGY
- 1x POKéNAV #88
- 2x POTION #91
- 4x SWITCH #92
- 2x ENERGY SEARCH #90
- 2x SUPER POTION #90 (Aq)
- 1x ENERGY REMOVAL #92 (B1)
- 1x ENERGY RETRIEVAL #81 (B1)
- 1x ENERGY RESTORE #82
- 2x BILL #91 (B1)

MEWTWO ex #101

How can such a powerful card be a Basic Pokémon? Alex exploits the fact to get his Pokémon-ex cards out with his Pokémon Fan Club card extra-quickly.

Mewtwo ex uses Energy Absorption to siphon Energy cards from the discard pile. Doing so helps it power its 60 HP Psyburn attack for the next turn!

Magmar ex
90 HP
BASIC
Smokescreen
10
If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.
Super Singe
40
The Defending Pokémon is now Burned.

MAGMAR ex #100

You need to choose which two Pokémon-ex to put out with Pokémon Fan Club: If your foe has put out strong Pokémon, choose Magmar ex and Mewtwo ex.

Magmar ex's Super Singe causes less damage (40HP) than Mewtwo's Psyburn, but it leaves a Burned condition that can cause 20 HP after each player's turn.

Chansey ex
120 HP
BASIC
Healing Egg
Remove 2 damage counters (1 if there is only 1) from each of your Pokémon. Remove no damage counters from Chansey ex.
Double-edge
80
Chansey ex does 60 damage to itself.

CHANSEY ex #96

Chansey ex is quickly becoming a Trainer fave with its Healing Egg move, which restores 20 HP for all of your Benched Pokémon.

Kirlia
70 HP
STAGE 1
Dazzle Dance
Flip a coin. If heads, each Defending Pokémon is now Confused.
Life Drain
Flip a coin. If heads, put damage counters on the Defending Pokémon until it is 10 HP away from being Knocked Out.

KIRLIA #35

Facing your foe's most powerful Pokémon? If Kirlia's coin flip goes well, its Life Drain will put the Defending Pokémon 10 HP away from being KO'd!

Card Key

- EX Ruby & Sapphire
- EX Sandstorm
- (B1) Base Set 1
- (Aq) Aquapolis

Send your deck strategies to pokecenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.
2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.
3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.
4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

Ozzy & Drix

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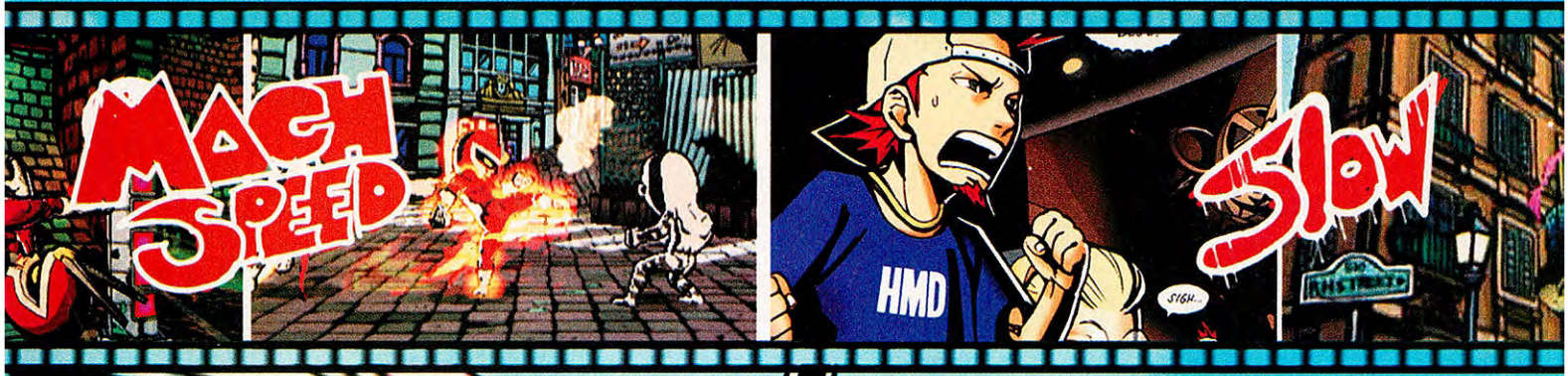

"Viewtiful Joe is way cool. Don't miss out on this awesome experience."
–Electronic Gaming Monthly

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AN AVERAGE JOE CAUGHT UP IN A CRAZY STUNT-FILLED ACTION MOVIE WORLD. WITH THE AID OF HIS HERO, CAPTAIN BLUE, JOE IS GRANTED POWERS WHICH TURN HIM INTO VIEWTIFUL JOE, THE MOST STYLISH SUPERHERO TO GRACE THE SILVER SCREEN.

TEEN T
CONTENT RATED BY ESRB
Cartoon Violence
Suggestive Themes

BRADYGAMES Strategy Guide AVAILABLE

NINTENDO GAMECUBE™

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Disney's

the Haunted Mansion

Zeke Holloway thought he was applying for a caretaker's job. Little did he know he'd be battling spirits and chasing souls.

©2003 Disney, ©2003 TDK Mediactive

TEEN T Mild Violence
CONTENT RATED BY ESRB

This Old House

The mansion is as haunted as an old man's memory, and it's full of spirits to fight and items to acquire. Keep your eyes open—anything that's moving of its own accord is either something you can activate for a reward, or something containing a few shriveled souls to capture. In TDK's screamer for GCN, courage is everything.

Tonic and Mumbo Dolls

Doc Penezek's Genuine Bravery Tonic cures cowardice by replenishing lost bravery, while Mumbo Dolls permanently increase your bravery meter.

Shriveled Souls

When you touch the items they're haunting, ghosts will scatter. Pull them into your Soul Catcher. Souls earn you passage into new rooms.

Fortune Cards

Madame Leota's deck of cards, used to channel spirits, is scattered throughout the house. Every 10 cards Zeke finds earn him an extra life.

Death Certificates

Collect all the pieces of a death certificate and bring it to the proper ghost. When ghosts learn the circumstances of their demise, they'll reward you.

Soul Gems

Friendly ghosts reward you with Soul Gems. The gems increase the power of your lantern and provide you with new types of attacks.

Grandfather Clocks

The clocks allow you to save your progress. It's always worth making a long trip back to the last grandfather clock before plunging into a new room.

The Foyer

If you managed to find your way out of the first hallway, you're well on your way. The foyer stairways will fall out from underneath you, preventing access to the balcony overhead. So it's up to you to find an alternate route, and to capture a few souls.

Painting 101: Realism

The artwork in this place is incredibly realistic—so realistic, in fact, that Zeke is drawn into the landscape. By activating the painting at the far end of the foyer, Zeke can pass through the canvas, walk into the background and emerge again upstairs. There he can turn on the lights.

The Conservatory

A musician resided in the mansion, judging by the conservatory. It's packed with music books and instruments, which have lives of their own.

Books Take You Higher

When Zeke plays the piano, the books form a path to the upstairs. Touching the cello and, on the opposite balcony, the violin, creates a path to the final balcony.

The Game Room

Everyone loves to play pool, but not when the balls are as big as you are and you're on the table. If you make it past the room's enormous pest problem, you'll get a very personal billiard lesson and a Soul Gem.

Eek! Spider!

A big arachnid will try to draw you in with its web. Leap out of the way and shine a light in its face.

Zeke Holloway, Corner Pocket

The cue stick is aiming for you, as if you didn't have enough ghosts to contend with. You don't have to sink the balls in order, so just line yourself up with a pocket and leap out of the way at the last second.

The Kitchen

Somebody must have had one heck of an argument in the kitchen, because the dishes are still flying. If you can make the dishes break every bottle, you'll create a line of flame that ignites the fireplace.

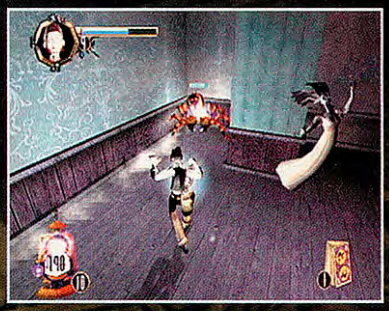
99 Bottles of Wine on the Wall...

The kitchen's puzzle is like the pool game, with the added complication of trajectory. You'll have to stand at enough of a distance to give the dishes sufficient arc to reach the bottles above you. There are ghosts and spiders to fight as well.

The Maid's Room

It's a maid's worst nightmare—a room without end. The walls back away from you, but only so far. Find an edge and stick with it. You'll find your way out.

What's the Square Footage of This Apartment?



There's lots of space in the room, so use it. When more than one enemy menaces you, find a corner to duck around, then charge up your lantern. The souls you need to capture are all right before the exit.

More Areas NP

The Dining Room

Once you flip the light switch, the unlit candles float out of the chandelier and scatter. Chase them down and put them back in their places.

The Ball Room

Use the spiders to pull you through the wind, and blast each one only when the next has a hold on you. Capture all the souls to release the organist and a Soul Gem.

Winter Garden

Turn all the statues in the greenhouse so none of them are watering the fires. But be careful—the ground is unstable and will fall out from underneath you.

The Graveyard

Touch the three singing statues in sequence to bring the mausoleum above ground. One of the statues is on the central hill, and the other two are on the path beyond.

The Mausoleum

Zeke must last three minutes in the muck against an enormous gargoyle, which is accompanied by evil spirits, spiders and skeletons, too.

The Pantry

After fighting a mob of monsters, move the two paintings then leap into the purple hole and move the third painting. Open the door and run back through the hole.

The Study

Move the painting to open the passageway. Once you're through, you'll have to reach the light switch by using your weight to activate the carpet and move furniture.

The Trophy Room

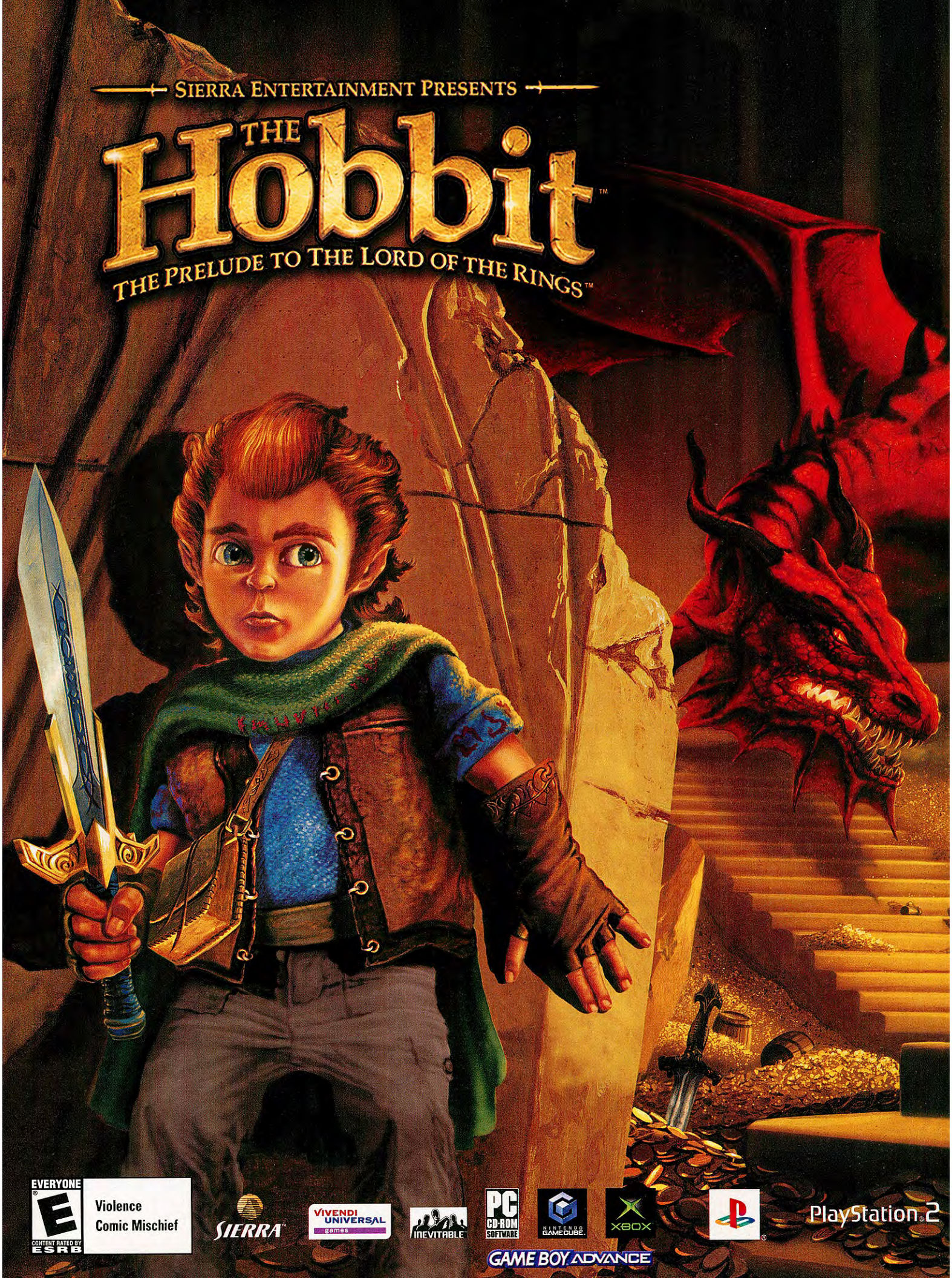
Use the shields as cover while you work your way up front—don't forget to save before exploring the room. It's tough. Use fireballs to light all four candelabras.

The Toy Room

Remember the pool hall? Well, here we go again. Ride the ball around the toy chest, collapsing stacks of blocks. Then make your way up to the light switch.

I'd Like to Go Home Now

When you're not fighting off villains or solving puzzles, the creepy, leap-out-at-you aspects of The Haunted Mansion will keep you on edge. And the game has enough humor to keep it upbeat. (The ghost of the assassinated Roman ruler Caesar mutters "In danger? Me, the emperor?" Then he collapses into laughter.) But fighting Atticus Thorn, who plans to make the mansion an airport for evil spirits, is no laughing matter. Keep your lantern handy, and watch the shadows.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OFFICIAL GAME

BASED ON THE LITERARY WORKS OF J.R.R. TOLKIEN

WELCOME TO MIDDLE-EARTH

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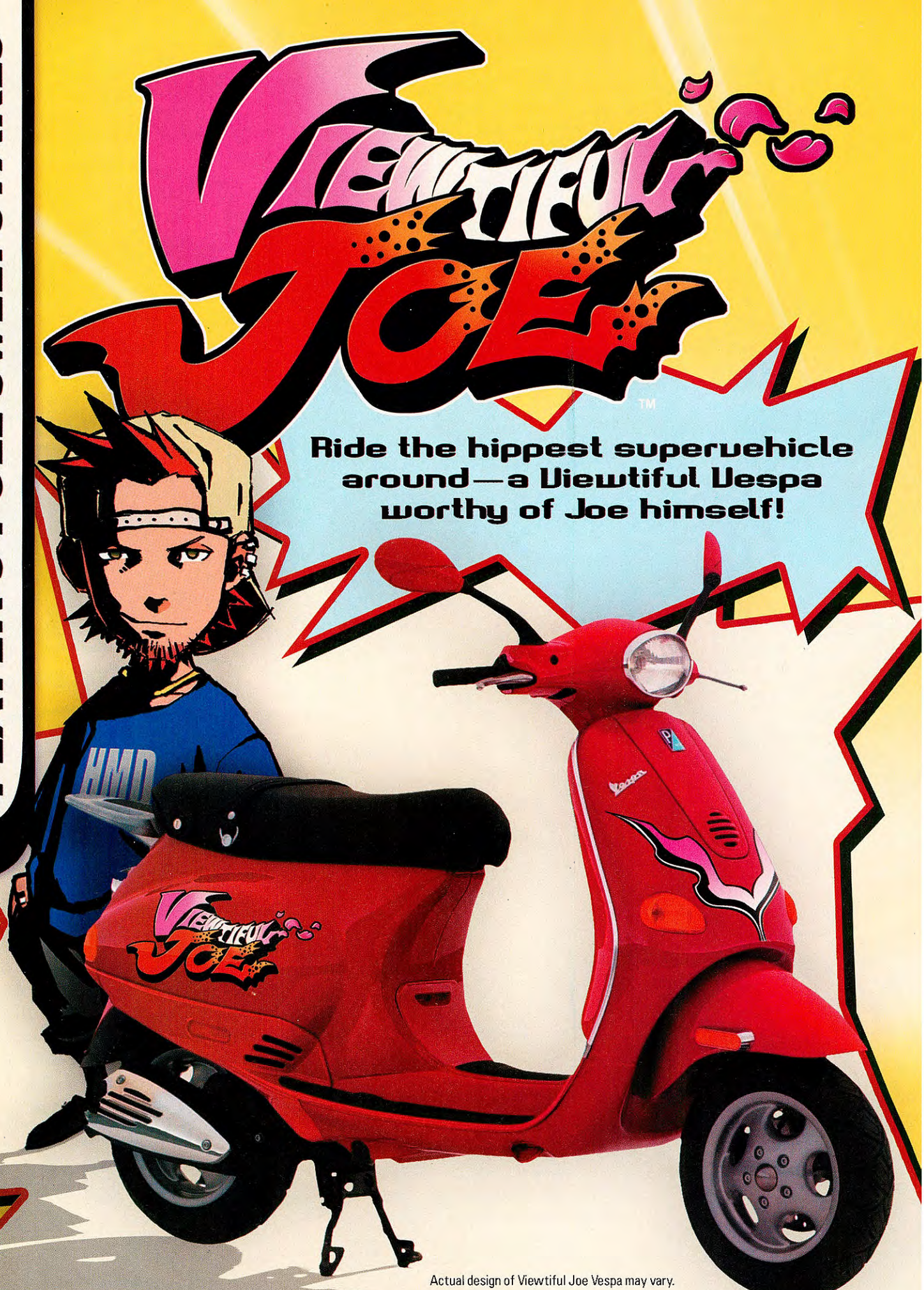

Actual design of Viewtiful Joe Vespa may vary.

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1. Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B. Sex
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C. What do you think of our Pokémon-e TCG (Trading Card Game) coverage in Pokécenter?
1. I like Pokémon-e TCG and like your coverage
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3. I'm not interested in Pokémon-e TCG

D. If you play the Pokémon-e TCG, which expansions have you collected?
1. Pokémon-e TCG: EX Ruby & Sapphire
2. Pokémon-e TCG: EX Sandstorm
3. Series before Pokémon-e TCG: EX Ruby & Sapphire
4. None

E. What kinds of Pokémon-e TCG coverage is most valuable to you?
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2. Previews of upcoming expansions
3. Sneak peeks at rare cards
4. News about organized play and tournaments
5. Not interested in Pokémon-e TCG

F. Do you like the method that we're using to show deck strategies in Pokécenter?
1. Yes 2. No

G. Do you enjoy our Pokécenter coverage in general?
1. Yes 2. No 3. Not interested in Pokémon

H. Which of the following types of Pokémon coverage do you like most?
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YOU'RE THE LAST HOPE OF THE DROID REBELLION. TIME TO LEAVE THE MINES AND GET INTO THE BATTLE.

METAL ARMS

GLITCH IN THE SYSTEM

TEEN
T
Strong Language
Violence
CONTENT RATED BY ESRB

Ironstar, built from spacecraft debris by the mysterious Morebots, is a peaceful industrial planet overrun by sadistic military robots. On a routine patrol, rebel droids find a bot with strange markings and reactivate him. Now the rebellion's leader, General Alloy, has called upon that robot, Glitch, to help the droids make their final stand against the Mils. In Vivendi Universal's robotic adventure on GCN, it's metal against metal in a battle for the future.

POWER UP, DROID

You enter your first battle armed with a standard Mining Laser. It's a peashooter compared to the firepower stacked against you. But after you grab your first S.P.E.W. machine gun you'll learn the game is all about having the right tool at the right time. Keep searching crates and corners for power-ups, weapons and washers to purchase more equipment.

Shield

The air will almost always be full of bullets, laser beams and explosive debris, so there's nothing like a shield to give a droid a little breathing room. Look for shields in various crates, and enjoy temporary protection.

Gun Buddy

You'll occasionally come across a Gun Buddy. It's a very useful piece of temporary hardware. In battle it swirls around Glitch, mimicking his attacks and thereby doubling their effectiveness.

Weapons

NEW WEAPON
RIVET GUN
An S-2 type rivet gun modified to rapidly fire steel piercing rivet armors at ultra high velocity.
Upgrade Level 1
PRIMARY WEAPON

It's all about choosing your weapons wisely. Most robots leave their weapons and a handful of valuable washers behind when you destroy them. With enough washers you can buy weapon upgrades. (Our favorite is the Scatter Blaster—a bot-shotgun.)

MULTIDROID ACTION

Multiplayer mode allows four players to battle one another in a variety of environments, blowing each other to smithereens with advanced weapons like the four-rocket-launching Barrage Cannon. There's also the fearsome Tether weapon, which allows you to make an ally out of another bot and take him with you to gang up on your other enemies.

The chip icon marks points where you can find a secret chip. After you collect enough of them, you'll unlock a new multiplayer level.

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DROID MINES: HERO TRAINING

Follow your battle-hardened droid companions, Screwed and Hosed, through the mines. You'll learn how to jump, strafe, use explosives and travel by zip line. Plus, you'll learn how to handle your weapons in a firefight. Get ready for gunplay.

Run and Gun

You'll quickly learn that when Glitch is outgunned, fighting out in the open won't work. Find cover, then slide sideways to plug away at your enemies before taking cover again. And remember: your Mining Laser is most effective when it's had a moment to recharge. Shoot. Take cover. Repeat.

Secret Chip 1

You'll have to rescue a couple of mining droids by blasting away a rock wall with your first coring charge. Once they're free, go through the hole you made to find an energy power-up and your first secret chip.

Secret Chip 2

Screwed and Hosed tell you to use the zip line to bypass the basin up ahead. Sorry, guys. Glitch has work to do. Go down into the basin on foot, leap the gap, and take out all the enemies you find there. Your reward is another secret chip.

MIL MINES: DO ORE DIE

The first mine is your introduction to real battle. You'll learn how to shoot on the go and to take control of other robots, and you'll discover how handy a coring charge is when you're outnumbered. Keep your eyes open for secret chips, too.

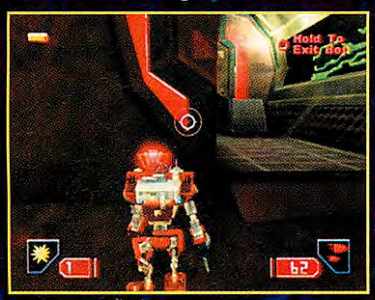
Secret Chip 1

The ventilation system above the level is full of upgrades and other goodies. The layout is fairly linear, but there's a secret chip at the end of a short detour in the middle.

Secret Chip 2

The far end of the ventilation system leads to your buddy's cell. Blast the manhole cover there, pick up the last secret chip below, then rescue two more droids.

Secret Chip 3

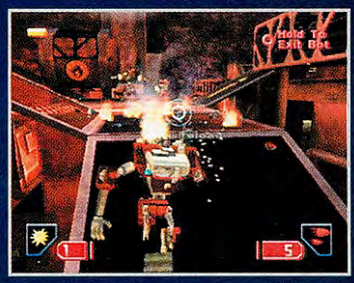


The third chip is the trickiest to acquire. While you're controlling the red Mil, walk him over to the red door that has a red switch. Only Mils can open such doors. Press Y and leave the door open so Glitch can enter later and grab the secret chip at the far end of the passage.

REMOTE CONTROL NP

When you've spent your life in the mines, nothing is quite as satisfying as having other robots do the dirty work for you. If you can't beat them, control them.

Use the robot station (funny, it looks like an old arcade game!) to take control of an enemy robot, then blast the rest of your enemies while you sit safely at the controls—high out of harm's way.



Your new robot helper has unlimited ammunition, but he still must reload after 100 rounds, so keep an eye on your store of bullets. Once you've beaten all the enemies (saving yourself the trouble of finishing them yourself), destroy your helper, so he won't turn on you.

Turn It Off

To your left in the largest room of the level, you'll find a curious-looking machine between the two cells that hold your buddies. The machine makes a "ding!" sound. It also happens to make Mils. Destroy it with a few coring charges to avoid being overrun while you go upstairs to the switch that releases your imprisoned comrades.

MIL MINES: SEAL THE MINES

It's Glitch's job to seal the mines and doom the Mils trapped inside. He'll have to descend deep into the planet's crust, commandeer hovercrafts, and take on wave after wave of enemies. Strap on your headlamp. We're going hunting.

Secret Chip 1

The first chip is at the beginning of the level. Turn around and toss a coring charge at the big glowing rock behind you. It will explode, tossing the secret chip out into the open. To the left of the exploded rock you'll also find an energy charge, a Ripper and a golden washer.

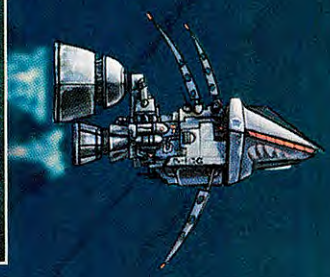
Secret Chip 2

In the section of the mine that features a long underground river, jump onto the abandoned hovercraft, defeat the enemies (take on the flying bots first), and fly to the island on the other side of the small waterfall. In a crate there you'll find a secret chip and a Rivet Gun.

DRIVING LESSONS

The game is full of nifty vehicles to drive. Whether you like tearing around in an off-road buggy or roaring through caverns in a hovercraft, the variety of equipment is what makes Metal Arms so fun.

The mining hovercraft has a set of pincers and a machine gun that never runs out of ammunition. Keep firing while you roar around grabbing bots with your pincers. The craft will last as long as your health does, so park it on dry land for a moment to grab energy power-ups when you're low.



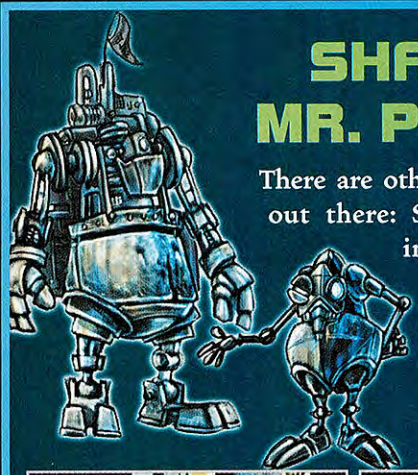
Secret Chip 3

Don't plant all the Det-Packs right away. At the very bottom of the mining machine, where it meets lava, you'll find a safe edge to walk on—and the last secret chip.

Plant the Charges

Once you've grabbed all the chips and defeated all the enemies, plant the three Det-Packs on the sides of the machine, where you see a glowing indicator.

SHADY AND MR. POCKETS

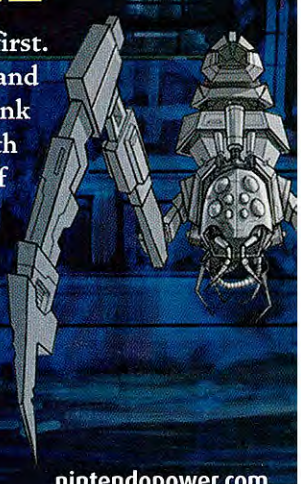


There are other types of machines out there: Sleazy salesmen, for instance. Shady and Mr. Pockets are hard-bargaining rummage hockers who will sell you what you need.

For a price, the shady duo will sell you almost anything. When you upgrade your S.P.E.W. to the second level (for the low low price of 475 washers), it'll hit harder and with greater accuracy. Save up your cash for big-ticket upgrades. You can find most other weapons along the way.

GOOD MACHINE

Metal Arms feels overwhelming at first. You're overmatched most of the time, and you can barely get a moment to think things through before the air fills with lead. But once you've gotten the hang of coring charges and Rocket Launchers you'll be able to sling bullets with the best of them. And later you'll take control of enormous robot allies and fight towering bosses. Be brave, little droid. Ironstar needs you.



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I-Ninja™

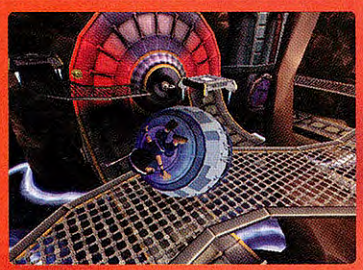
NO ONE'S TALLER THAN THE LAST MAN STANDING.

WWW.ININJAGAME.COM

Get Ninja-crazy by collecting power-ups to incite Ninja's special Rage abilities.

Gravity? Run up walls and tear through levels with moves only the most insane Ninja would try.

Use multiple weapons to take apart any foe that dares stand between Ninja and his missions.



Five huge worlds, mini-quests and grueling missions that will separate the Ninjas from the boys.

TEEN T
CONTENT RATED BY ESRB
Animated Blood
Violence

NINTENDO GAMECUBE
XBOX
PlayStation®2
ARGONAUT GAMES PLC

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The RPGs just keep coming on the Game Boy Advance. If your heads aren't yet aswim with tactics and emblems, take a peek at two more great upcoming titles—Mario & Luigi: Superstar Saga and Sword of Mana, the prequel to Secret of Mana!

EPIC NEWS

Tales Makes Its Mark

Japanese gamers often get the first crack at games, so the sales numbers in Japan can be a good indicator of what North American RPG fans might see in the next year. It's not a foolproof system (after all, how many dating simulators have appeared in the USA?), but we're sure hoping it works with Namco's latest offering, Tales of Symphonia for the Nintendo GameCube. The stylish, beautiful (and apparently very, very long) RPG achieved stunning sales numbers in its first week, which sent it rocketing to the number-one position on the charts. (As of September 7th, the game had sold 222,725 copies!!) The game also increased sales of the GCN (a special aqua-green Tales of Symphonia GCN probably helped) and received overwhelming praise from Japanese gaming magazines. The GBA incarnation, Tales of Phantasia, also made a strong showing. The GBA game isn't based on Symphonia, but is instead modeled after earlier Tales games. Though media outlets everywhere have been pressing Namco for information, there has been no official announcement of either game coming to The States—although with stunning sales and a presence at E³, it seems like a good possibility. We'll definitely keep you in the loop.

The Baten Kaitos Beat

The other big GCN-exclusive RPG news out of Japan (again from Namco) is a game called Baten Kaitos. It features an all-star design team that reads like a who's-who of talent. It's being developed by Monolith Soft (Xenogears) and Tri-Crescendo (which is headed by one of the men behind Star Ocean and Valkyrie Profile). The art director is Yasuyuki Honne, and the lead writer/scenario designer is Masato Kato, both of whom worked on Chrono Cross. Baten Kaitos takes place in a world made up of several large, floating islands. (Floating in the sky, that is.) The game begins on one of the most remote islands in the group, where a young man wakes up with no memory and a lot of enemies. The battle system seems to rely on cards, and the player has the ability to use single cards or mix and match multiple cards to create extremely powerful spells. The plot sounds fairly bizarre (which is what you might expect from the people who created Xenogears), but the screen shots we've seen are nothing short of spectacular. Again, no word on a North American release, but it won't even release in Japan until the winter quarter—probably November or December, if all goes well.

May the Force Be with Us

Finally, THQ announced that it is joining with Sega to bring the classic RPG Shining Force to the GBA. The game was a hit on the Sega Genesis, and much of Camelot's Golden Sun team was behind it. The title is currently announced for Europe only, but at least that means there's an English version on the way! After THQ announced Shining Soul I and II for Europe only, the games came to the USA with Atlus as their publisher, so there's precedent to make us think we'll see Shining Force soon.

EPIC PREVIEW

Mario and Luigi turn the Mushroom Kingdom upside-down in a brand-new masterpiece that combines elements of action and strategy hilariously. Grab your hammer, pack some extra mushrooms and get ready for groundbreaking RPG action courtesy of Mario & Luigi: Superstar Saga.

MUSTACHE MAYHEM

The great Cackletta, a villain disguised as an ambassador from the nearby Beanbean Kingdom, has stolen Princess Peach's voice and replaced it with "explosive vocabulary." Mario must recover Princess Peach's pipes before her new voice turns the Mushroom Kingdom into rubble. To survive the dangerous road ahead, Mario must team up with his trusty brother, Luigi. The siblings will have to use their superstar reputations to find their way through the vast Beanbean Kingdom. That should be no problem, though—after all, who doesn't recognize the famous Mario and Lu . . . Lui . . . that green-clothed mustache guy.

MARIO'S RPG HISTORY

Outside of platformers, Mario has made appearances in sports games, puzzle games and just about everything in between. For RPG fans, Mario's most memorable adventures took place in two epic titles—Super Mario RPG: Legend of the Seven Stars for the Super NES and Paper Mario for the N64. Mario & Luigi : Superstar Saga continues the legacy with enough originality to stand alone but enough tradition to satisfy longtime fans.

SUPER MARIO RPG: LEGEND OF THE SEVEN STARS

Developed by Square Enix, Super Mario RPG: Legend of the Seven Stars served as Mario's introduction to the RPG genre.

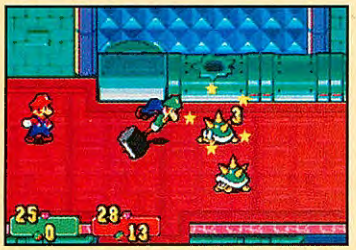
PAPER MARIO

Mario begins his travels solo in Paper Mario, meeting party members like Goombario along the way.

BATTLE BROS.

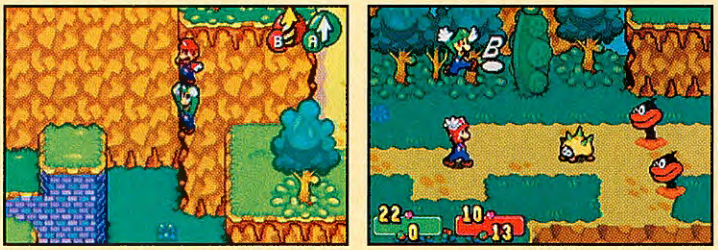
Mario & Luigi: Superstar Saga sports a battle system so unique and intuitive that it will challenge seasoned RPG fans and newcomers alike. Real-time attacks and defensive moves are mixed in with the turn-based system to create an RPG experience like no other. Timed hits and button combinations are vital if you hope to repel the wide variety of enemy maneuvers.

Timed Hits



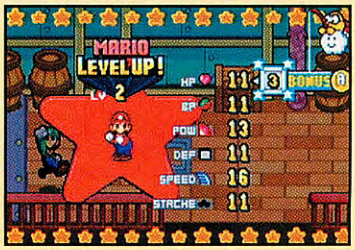
By hitting the right button at the right time, you can multiply the amount of damage your attacks inflict. When you're defending, you can dodge and sometimes counter an enemy's attack in the same way.

Brotherly Love

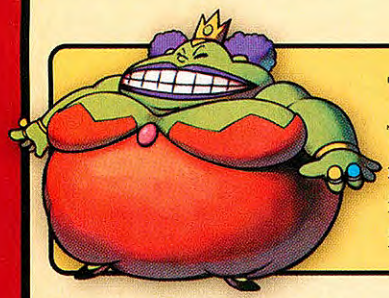


You can learn several Brother Actions throughout the massive game. In battle, you'll activate them by performing precise button-press combinations. The greater your accuracy, the more damage you will inflict. Brother Actions can also be used outside the battle system to solve puzzles and reach new areas.

Gaining Experience



Battling is the best way to gain experience and level up in M&L:SS. You can also collect badges that will boost your stats when equipped.



THE WORLD ACCORDING TO MARIO

The world of Beanbean Kingdom is massive and nonlinear. You will find many areas that you cannot pass through until you learn the necessary skill. Exploring the vast overworld can be challenging—there is a wide variety of items to discover and obstacles to overcome. Luckily, a multitude of friendly Beanbean-dwellers will help guide you on your adventure.

Comical Characters

One of the game's most endearing features is the bizarre antics of the characters that you meet along the way. Befriending the Hammerhead Bros. and saving Queen Bean are both on your agenda.

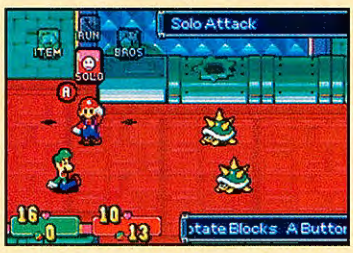
Head-Scratchers

There are wacky puzzles aplenty to keep you busy in Beanbean Kingdom. You'll master many of the puzzles by using the Brother Actions you've learned.

When Mario drinks too much water, Luigi can perform a Brother Action to cool things down a bit.

Pick a Fight

Whether you're clobberin' Koopas or stompin' Sworms, you must engage your enemy before battle will begin. Sometimes, though, the best strategy is to avoid enemies altogether.



If you sneak up on an enemy in the overworld, you'll have a distinct advantage when you enter battle. If you miss, your foe will have the upper hand when battle begins.

LET'S-A GO!

M&L:SS is slated to hit North America in November. Be sure to pick up a copy. The Epic Center editors have had an absolute blast playing it, and we're sure you will, too. Like Super Mario RPG, Mario & Luigi: Superstar Saga is destined to be an RPG for the ages.

EPIC PREVIEW

The RPG masters at Square Enix have reached deep into the past to deliver a brand-new game that's been a long time coming! Sword of Mana will take you on a journey that must be experienced to be believed. Join us as we explore the vast Granz Realm.

MANA-FEST DESTINY

Years ago, the evil Vandole, using power stolen from the ancient Mana Goddess, created and ruled a terrible civilization. Three young Gemma Knights were able to overcome him and return the Mana power to the sanctuary where it belonged. But evil is again surfacing in Granz Realm. The Dark Lord is rising to power and destroying anything that gets in his path. Soldiers under the Dark Lord's command are terrorizing innocent villagers. It is the destiny of two young warriors to summon the spirits of the Mana Goddess and dispel evil from the land.

Fate has crossed the paths of an unsuspecting boy and a determined girl with a common goal: To defeat the Dark Lord and protect the power of Mana.

HISTORY OF MANA

Sword of Mana is a loose remake of Final Fantasy Adventure—Seiken Densetsu in Japan—an action/role-playing game similar to The Legend of Zelda. The Game Boy game preceded the 1993 Super NES classic Secret of Mana. Sword of Mana, developed by Brownie Brown (creators of the Japanese GBA game Magical Vacation, an Epic Center favorite), begins the Mana saga with a fresh perspective.

FINAL FANTASY ADVENTURE

Originally released for the Game Boy in 1991, Final Fantasy Adventure served as the first game in the Mana saga.

SECRET OF MANA

Secret of Mana hit the Super NES in 1993. Today, members of the original development team work for Brownie Brown, developer of Sword of Mana.

SECRET OF EVERMORE

Secret of Evermore was the 1995 Super NES follow-up to Secret of Mana. Our own NP Krew member George Sinfield wrote most of the screen text for the North American version.

ONE GAME, TWO ADVENTURES

Sword of Mana allows you to play from either a boy's perspective or a girl's perspective, creating two unique gaming experiences that intertwine in one massive story.

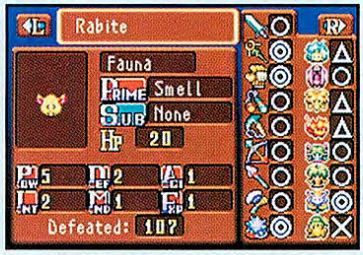
Before you begin, you'll choose which adventure to play. Each one has a unique story.

The two characters will join forces at certain points throughout each adventure.

A BEAUTIFUL WORLD

The colossal world of Granz Realm is wonderfully detailed and full of surprises. Players must explore every inch to discover its secrets.

Night turns to day and vice versa in the SoM world. Enemies and events will change based on the time of day.



Information about the various enemies can be accessed using Popoi's Notebook.

DRAW YOUR SWORD!

The battle system in SoM is real-time rather than turn-based, making for some fast-paced fun. A user-friendly menu system allows you to change between weapons, armor and magic with ease. The various enemies in the game will regenerate, allowing players to gain experience at their own pace.

Weapon Selection

You'll find a wide array of weapons that you can switch between with ease. Each weapon can be leveled up depending on how often it is used.

Summoning Spirits

You can summon spirits of the Mana Goddess from the menu system to use various types of healing and attack magic.

Item Management

Items are broken up into many different categories. The ring-shaped menu system keeps them neatly organized.

Level Control

The experience system in SoM is incredibly versatile. You'll have five job categories to focus on, and you can distribute your points as you see fit.

NPCs

The character you are not controlling will follow you around and attack using SoM's AI. An option in the menu system allows you to control how aggressively they will play.

MAN-A MAN THIS GAME IS FUN!

There's much left to say about Sword of Mana, and we'll save it for another issue—but that doesn't mean we'll stop playing it! We've barely scratched its surface. Whether you're familiar with the Mana series or just looking for a great GBA game, Sword of Mana will keep you immersed for hours on end. Hats off to Brownie Brown and Square Enix!

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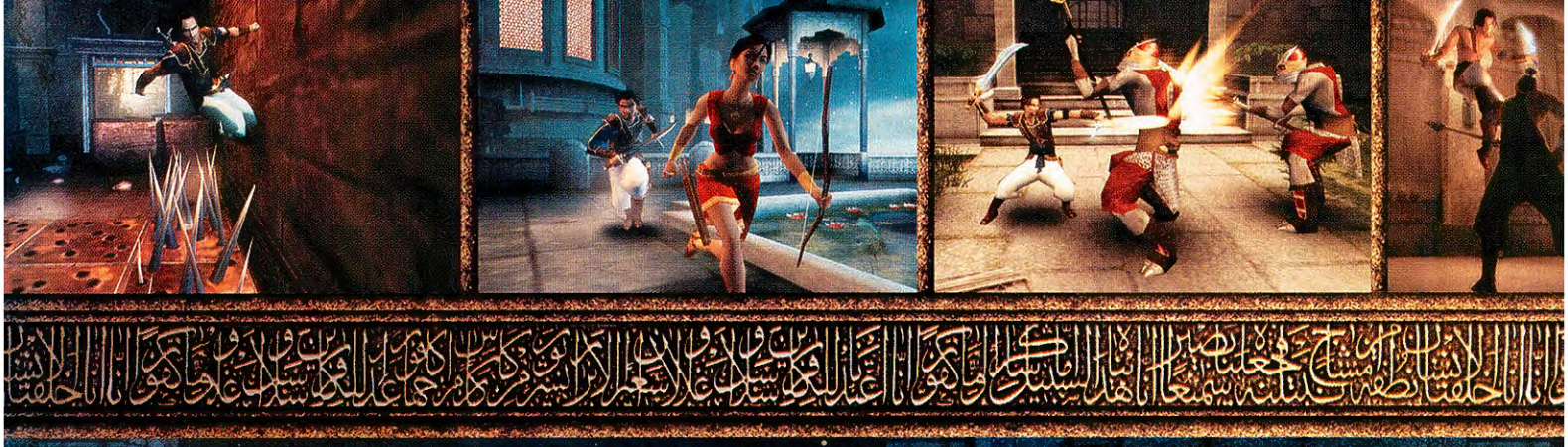

NOT EVEN MY
DEATH

IN MY QUEST
FOR REDEMPTION

DECEIVED BY A TREACHEROUS VIZIER, I WAS LED TO UNLEASH THE DARK POWERS OF THE SANDS OF TIME UPON THE SULTAN'S KINGDOM. NOW, AS DARKNESS CONSUMES ALL IN ITS PATH, MY SPEED, AGILITY, AND SKILL AS A WARRIOR ARE NOT ENOUGH. I MUST LEARN TO COMMAND THE SANDS TO SLOW, FREEZE, ACCELERATE, AND EVEN REVERSE TIME ITSELF. IF I FAIL TO UNDO MY FATAL MISTAKE, ALL SHALL PERISH WITH ME.

MINE IS A FIGHT FOR SURVIVAL...NOT GLORY.

TEEN
T
CONTENT RATED BY ESRB
Blood
Violence
Suggestive Themes

PC CD-ROM SOFTWARE

XBOX

NINTENDO GAMECUBE

PlayStation 2

GAME BOY ADVANCE

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ARENA

ARE YOU GAME?

CHALLENGE

The soul still burns! We're looking for a few good fighters to prove their mettle in the fighting game of the year, Soul Calibur II. Enter Arcade mode and complete it with the player of your choice, then take a picture of your completion time and send it to us at the address below. The five players who defeat it in the shortest amount of time will be the winners.

For tips on taking a good photo, go to www.nintendo.com/phototips.

DON'T SKIP WITH START

YOU'RE NUMBER ONE

Don't skip the name-entry, or you won't be able to get a shot of your time. Instead, wait until your character's final story is on-screen, then enter your name in the top-left corner. Don't take the picture until you see the final rankings!

SOUL CALIBUR II

NP SCOREBOARD

RESIDENT EVIL ZERO: FASTEST COMPLETION TIME (VOL. 171)

Max Leviton, New Jersey	1:58:55
Mike Farrell, New Jersey	2:16:48
Chris Dellinger, Pennsylvania	2:24:13
Noah Bench, New York	2:35:33
Abe Blackburn, Oklahoma	3:10:34

CAUTION: TWISTED CHALLENGES AHEAD

In Soul Calibur II, beat 50 people in Survival mode using only kicks.

– CAMERON DELAPPE
WASHINGTON

Complete any course in Mario Golf: Toadstool Tour at par or better without using a putter.

– PHILIP HANAN
KENTUCKY

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before December 3, 2003.

SEND YOUR ENTRIES AND IDEAS TO:

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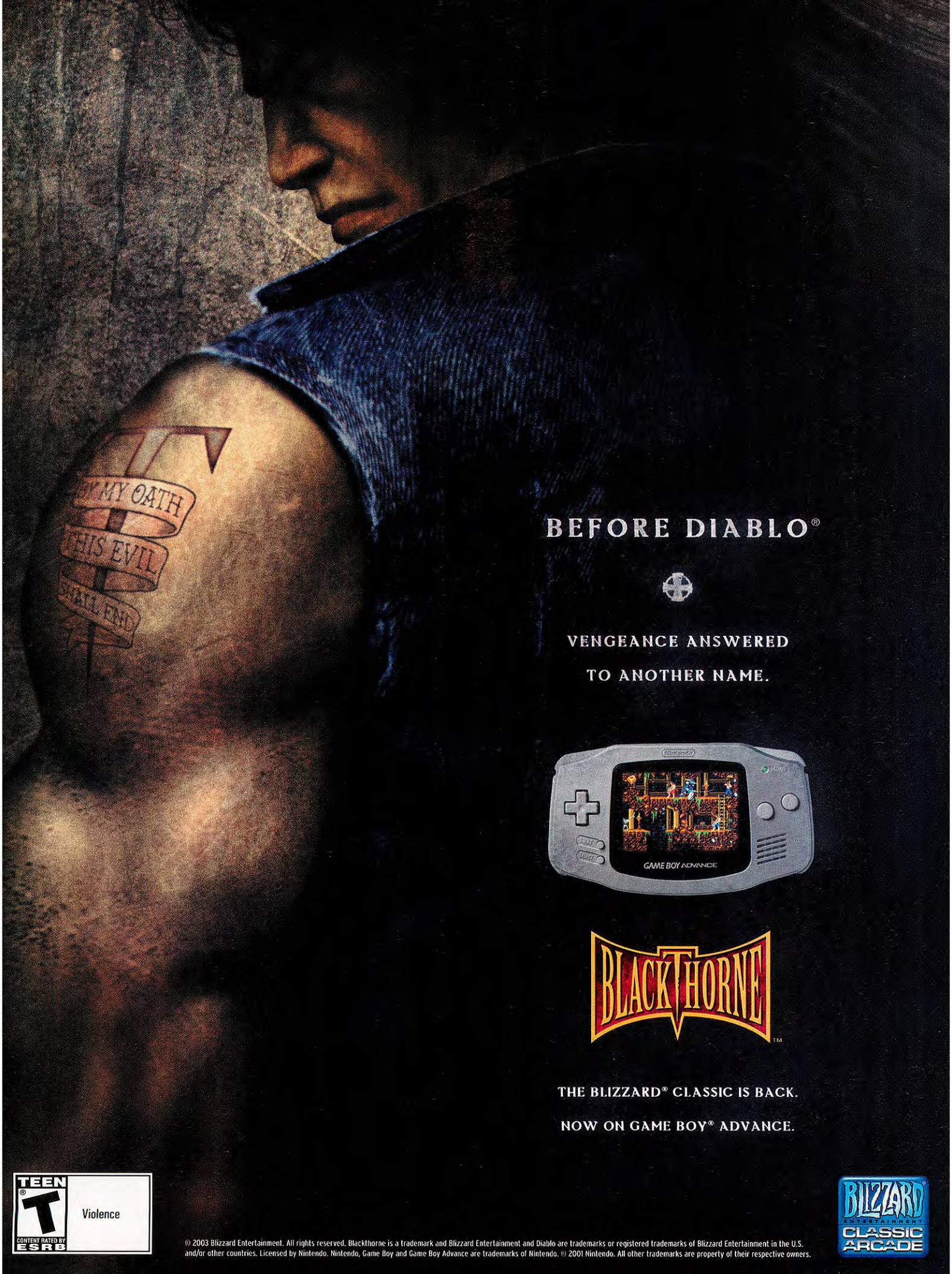
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v174" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.174 P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 12/03/03. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 01/1/04, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 01/15/04. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 1/15/04) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2003 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.



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EVERYONE E CONTENT RATED BY ESRB — Violence

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Skid across dirt, snow and asphalt at breakneck speeds in Kemco's Top Gear Rally. The realistic racer for the GBA packs big-time driving fun into a pocket-sized package.

TOP GEAR RALLY®

EVERYONE
E
CONTENT RATED BY ESRB

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Deserts to City Streets

Top Gear Rally puts you in the driver's seat of a freewheeling rally car and sends you skittering around turns that'll set your teeth chattering. Hone your driving skills in Practice, Quick Race, and Time Attack modes before shifting into Championship mode. The game's 80 separate stages and 10 background conditions provide an amazing variety of racing challenges.

Championship

Championship mode is the game's heart and soul. Start in the Amateur League before working your way through the Professional League to the Top Gear World Series. You'll need to master racing on multiple surfaces.

Two-Player

If you get tired of racing against computer-controlled opponents, you can challenge a pal. You'll need a second GBA and another Top Gear Rally Game Pak, as well as a Game Link cable, to race head-to-head. A timer at the top of the screen lets you know how far ahead (or behind) you are. Start your engines and let the trash-talking begin.

Practice

Practice mode allows you to get used to the game's control scheme and try out new car setups. Race on an empty track or add either cones or signs as basic slalom obstacles.

Quick Race

In Quick Race mode, when time runs out your race ends. You'll speed from checkpoint to checkpoint. If you reach your goal with time to spare, you'll continue racing by earning a new batch of seconds to add to whatever time is left on the clock at the top of the screen. A solid finish in one stage means you'll enter the next with time to spare. But if you make one mistake, you'll pay for it during the entire round: Limping across the finish line on fumes means you'll begin the next stage with the minimum number of precious ticks.

Time Attack

In Time Attack mode, you race on an empty course against a ghostly gray opponent. You can tackle any course that you've unlocked in Championship mode. The first racer to take on a course sets the time to beat. Subsequent racers will go up against a ghostly sprite that represents the top run on the course. Better times overwrite earlier, slower ghosts. Race against yourself or take on a friend. Each race produces a password. Using the passwords, you can register your top times on Kemco's website, which will display the top 50 scores.

Choosing a Ride and Selecting Your Options

You'll start with three slightly different cars in your garage. You can personalize your ride by tweaking its tires, transmission, brakes, steering, exhaust and gear ratio. Top finishes unlock new colors, and completing a league earns you a new, faster car.

Sara WRX

The Sara WRX has decent top speed and fair acceleration, but the lowest suspension rating of all the introductory cars. It's fast but floats through turns.

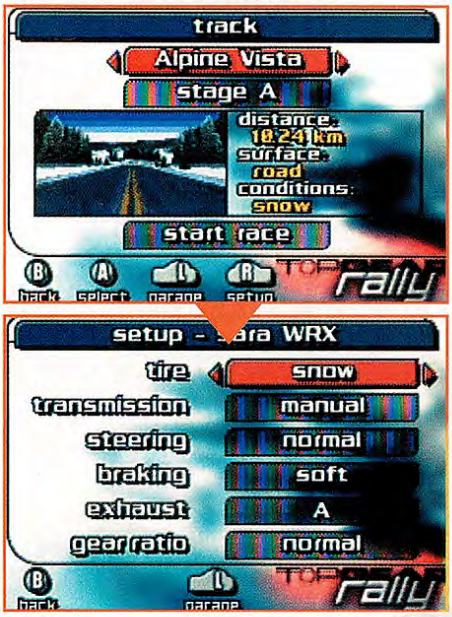
Vivant RS

The little Vivant RS has decent top speed and suspension, but it's weak on acceleration. Its fairly reliable handling makes it a good choice for beginners.

Hunter Rally

The Hunter Rally has OK acceleration and suspension, but the lowest top speed of all the initial cars. It corners well but can be slow in the straights.

Vehicle Setup



Pick a car that suits your driving style and the course you'll be racing, then make further modifications to your ride's handling by adjusting its setup options. Experiment with different steering and engine settings, but be sure to use the appropriate tires for each course. For an added challenge, set the transmission to manual. Shifting makes driving more challenging, but it gives you more control over your car and improves your acceleration and ability to recover after a crash. Shift up and down with R and L respectively.

The Mojo of Cornering

Rally racing is about turning, not burning. Your speed as you zip around corners, not down straightaways, will determine how well you do. The turns come fast and furious, so keep your eyes on the horizon. Anticipating what's coming and making the proper adjustments before you get into turns is crucial.

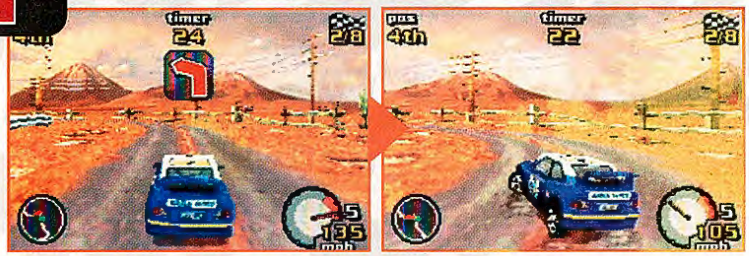
Green Means "Go!"

Green turns are a piece of cake and provide a prime chance to make up time against computer-controlled opponents. Unless the weather conditions are particularly terrible, hit green turns at full speed. If you're using a manual transmission, you probably won't even need to downshift afterward for power.

Yellow's a Trickier Fellow

Yellow turns are the second easiest variety. If you steer a good line through a yellow turn, you shouldn't have to brake or let up on the gas. In bad weather or if the turn involves a dramatic change in altitude, you might want to ease up a hair on the giddyap.

Red Turn, Feel the Burn



Unless you're confident that you'll hit the line of a red turn perfectly, you should slow down when taking it. It's best to slow before the top of a red turn's arc, then accelerate through and out of it. The additional gas will actually hold you in the turn. If you sense your back end coming around, ease up immediately or you'll wind up in the ditch or worse—rolling over violently.

The Mother of All Turns

You'll face a 180-degree curve only every few tracks. When taking one, don't panic! Handle it like a long red turn. Brake and ease off on the gas going into the curve. After the halfway point, begin accelerating. Keep your eyes on the road and be sure to avoid the barriers that are typically located on either side of the pavement.

Championship Tips: Overland Valley

Race in Championship mode to unlock new courses and cars. The mode is broken up into three progressively difficult levels: Amateur, Professional and Top Gear World Series. Earning different values on different tracks nets you bronze (11 points), silver (12-14 points) and gold (15 points) trophies.

Point System

FIRST PLACE	5 Points	To unlock a course, score a minimum of 11 combined points on the most advanced open track's three stages. Take at least two second places and one third place.
SECOND PLACE	4 Points	
THIRD PLACE	3 Points	

When Cars Become Guard Rails

Rally cars are resilient (perhaps, because of their high-quality European engineering). Crash into a tree, roll off the road—nothing even scratches. Take advantage by bumping into other cars to help keep yourself on the road, especially while going around sharp curves.

Down the Garden Path

You can cut turns short by driving off of and then back onto the road. Be aware that driving on the grass will affect your speed. You can drift into the grass to slow down around a turn, but be careful of pesky barriers. If you're using a manual transmission, try shifting into fourth gear to regain forward momentum.

Caution: Sharp Turns Ahead

Use the worn center section of the track to help find your line through tricky turns and to center your car on the track. Early in the game, you'll sometimes be able to get away with turns that drift off into the grass. Later on, the number of barriers will increase and make staying on the track key.

Stage 2—Cream Puffs No More!

Stage two of Overland Valley is a lot like stage one, but the computer-controlled drivers are more aggressive. Their new chutzpah makes it more difficult to get around them. Practice cornering; stage three combines aggressive drivers with some mean curves.

Take Silver, Get Purple

If you take the silver or gold trophies on all the stages of a track, you'll earn bonuses, such as new color schemes for your car. When you pocket the silver trophy on the game's first track, Overland Valley, you can choose to trick out your Vivant RS in flashy purple, like the pocket hoopty to the left.

Stage 3—Muddy and Ugly

You're dealing with mud, so put on your mud tires! Your car will handle a bit differently in the muck, so take corners a little slower. Once you're used to the goo, use the slippery surface to slide and glide your way through turns. Overland Valley's 180-degree curve is the first real test of your driving skill.

Chase the Finish Line and Post Your Best Time on the Net

Top Gear Rally's graphics are sharp and varied, its game play is straightforward yet challenging, and its myriad tracks and weather conditions will have you racing for days without covering the same ground. And if you think you're a top-class rally driver, you can compare your best times with those of other gamers on Kemco's website. The newest addition to the Top Gear Rally series sets the pace for gritty racing realism on the Game Boy Advance.

CROUCHING TIGER HIDDEN DRAGON™

WARRIORS OF LEGEND.
SWORD OF DESTINY.
CRUSADE OF A LIFETIME.

REDISCOVER THE LEGEND.

Three years ago, **Ang Lee's** ***Crouching Tiger, Hidden Dragon*** became an instant martial-arts classic, earning an Academy Award® for Best Foreign Film. Now, experience all the kung-fu fury from this martial-arts masterpiece as you execute over 90 wu-xia moves inspired by renowned choreographer Yuen Wo-Ping. Green Destiny beckons you. Rediscover the legend.

4 Playable Characters: Li Mu Bai, Yu Shu Lien, Jen, and "Dark Cloud" Lo.

Superhuman Martial Arts: Master the dizzying combos from the film.

Expanded Storyline: Unlock bonuses and experience multiple endings.

Enter the Green Destiny Sweepstakes at: http://crouchingtiger.ubi.com

TEEN T Violence CONTENT RATED BY ESRB

Genki

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XBOX

PlayStation 2

GAME BOY ADVANCE

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The Prophecy foretold of a mighty warrior that would one day save the world.

That's him in the chicken suit.

NINTENDO GAMECUBE.

AVALANCHE SOFTWARE

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BANJO-KAZOOIE® Grunty's Revenge

Travel back in time and hunt for Jiggies on GBA as dynamic duo Banjo and Kazooie! With so many areas to explore and secrets to uncover, you'll be hooked.

EVERYONE E CONTENT RATED BY ESRB

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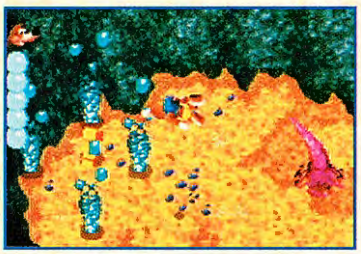
TRAINING THE BEAR

Whether you're playing Banjo alone, or controlling bear and bird together, there are loads of moves to master. With a little practice you'll be climbing, swimming and defeating dozens of enemies.

Music Soothes the Savage Bozzeye

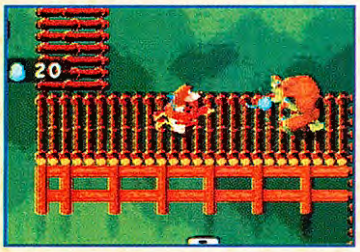
Find the music notes scattered throughout the game. By collecting 10 notes, you'll earn the chance to learn moves from Bozzeye, a crotchety kung fu master who lives underground. Grab the notes, find his molehill, and call him forth. He's a bit crusty, but he's a good friend to have.

Banjo Is Deeply Moved



Banjo's new moves are useful in a fight—and sometimes they help him access new areas. Put the smackdown on enemies with moves like the Pack Wack and the roll attack, and get goodies by climbing and diving underwater.

Double Trouble



Once you've rescued Kazooie from Grunty's clutches, it's time to capitalize on the new partnership. The pair's Egg Firin' attack is a world of hurt for your enemies, and the Flap Flip and Feathery Flap moves put new areas within reach.

JINJOS ARE YOUR FRIENDS

The Jinjos are lost, waving helplessly all over the map, waiting for you to save them. And you'll do it not just out of the goodness of your big, shaggy heart—you'll also get helpful information.

Leave No Jinjo Behind

One might wonder why they just stand there, rather than going for help. Well, that's not your concern. Jinjos need rescuing, and you're just the bear to do it. Some will wave and whistle for help in plain sight, but some require a little work to find. Keep hunting; you'll be rewarded.

The Jinjo Oracle

Once you've located all the Jinjos in an area, visit the Jinjo Oracle, a towering statue that rewards you with information for returning its lost brethren. And be sure to pick up every Jinjo in your area; you'll receive extra rewards.

HONEY IS GOOD FOR YOU

It's not just for colds and sore throats—honey cures everything. Collect honeycombs throughout the game to regain your health, and visit Honey B to extend your life meter.

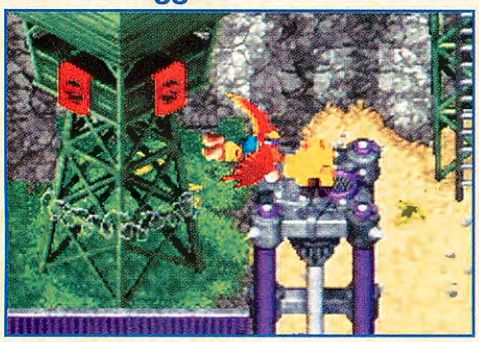
Honey, I'm Home!

Find the Hollow Honeycombs and bring them to Honey B's Hive in Spiral Rise. If you have enough of them, Honey B will increase your health capacity.

GET JIGGIES WITH IT

Jiggies are jigsaw-puzzle-looking pieces scattered all over the place. By searching high and low and playing an occasional minigame, you'll earn Jiggies and unlock new areas.

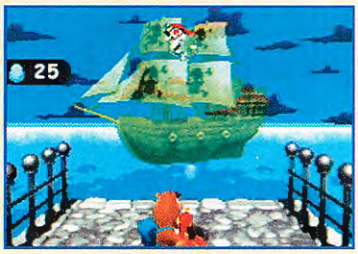
Find the Jiggies



The Jiggywiggy priest has lost his flock, and he's asked Banjo to find the errant Jiggies and return them to the temple. Finding all the Jiggies is the main objective of the game, and your reward for retrieving them all is free passage to new secret areas.

Help Others, Earn Jiggies

You'll receive some Jiggies after you find scattered items, and some when you help other characters. Saving Mama Clucker's lost chicks earns you a Jiggy, as does collecting a scattered collection of seashells.



You can also earn Jiggies by playing minigames. In one game you'll round up Baa-leathers by casting wads of grass in front of them, and in another you have to shoot eggs at a pirate ship.

Putting Jiggies to Use

Once you've retrieved enough Jiggies (usually around five), go to the Jiggywiggy Temple. You'll unlock barriers that block the way to new areas. Each area requires a certain number of Jiggies, so it's best to arrive at the temple with as many as you can find, rather than making several trips.

The Jiggywiggy priest will help you put your Jiggies to use, and will show you a quick peek at the entrance to each new area. Shake his hand, bid him a fond farewell, and find your way to the entrance.

MUMBO JUMBO'S HOCUS-POCUS

Your friend Mumbo is one weird dude. He has a taste for fur rugs, big speakers and odd masks. But if you've got a token, he'll transform you into a useful animal form of your choosing.

Presto-Change-O Banjo!

When you find a Mumbo Token (it's a skull), bring it back to Mumbo's pad—he'll use it to turn you into another animal form. When you encounter a hole too small for Banjo to fit through, for example, you can enter as a mouse.

HOW TO RESCUE KAZOOIE

Spiral Mountain

- Head north, talk to Bozzeye and learn the Pack Wack move (10 Notes).
- Go southeast and Pack-Wack the pile of sticks to get a Hollow Honeycomb.
- Go into the **Jiggywiggy Temple** and collect a Jiggy to reach Cliff Farm.

Cliff Farm

- Talk to Bozzeye and learn to dive underwater (25 Notes).
- Dive into the water under the waterfall to the left of Bozzeye for a Jiggy.
- Head west, talk to Bozzeye and learn how to Climb (40 Notes).
- Scale the cliff and rescue the chicken's eggs.
- Jump the gap, climb higher and defeat the enemies for a Jiggy.
- Quick detour: Head southeast and defeat the plant to save the Baa-leathers and collect a Jiggy.
- Head north to enter **Farm Heights**.
- Talk to Mama Clucker then locate her five chicks for a Jiggy.
- One of the chicks is on an island in the river; it also has a Jiggy.
- Jump up onto the roof of **Bluff Barn** and climb up for a Hollow Honeycomb.
- Head to the northeast and learn the roll attack (60 Notes).
- Go to the south of Bozzeye and play the Baa-leather game to get a Jiggy.
- Enter **Bluff Barn** and use the roll attack to hit the switch.
- Defeat Klungo and receive a Jiggy and a Mumbo Token.
- Visit **Mumbo's Pad** behind **Bluff Barn** and turn into a mouse.
- Go east, enter the hole in the door of **Crag Mill** and collect a Hollow Honeycomb.
- Drop through the hole in the floor, activate the switch and collect a Jiggy.
- Collect all five Jinjos throughout Cliff Farm for a Jiggy.

Spiral Mountain

- Go to the Jiggy Temple to unlock Breegull Beach.
- Head north and climb up to reach **Spiral Rise**.
- Visit **Honey B's Hive** to trade Hollow Honeycombs for an extended life meter.
- Go back to Spiral Mountain and head southwest to where you met Bozzeye.
- Climb the cliff and cross the bridge to the entrance to Breegull Beach.

Breegull Beach

- Go southeast and locate the entrance to **Grunty's Quarry**.
- Climb the ladder to the northeast, jump across and Pack-Wack the switch.
- Warp to the **Witch's Keep** and defeat Grunty to free Kazooie (and get a Jiggy).

GRIN AND BEAR IT

The game is good old-fashioned adventure fun with a nice dash of upbeat humor thrown into the mix. And if you had a good time playing as Banjo, you'll have twice the fun with Kazooie!

Alone, they don't stand a chance.
Get movie info at looneytunesbackinaction.com. In theaters now.
Live action has never been so animated.

EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence

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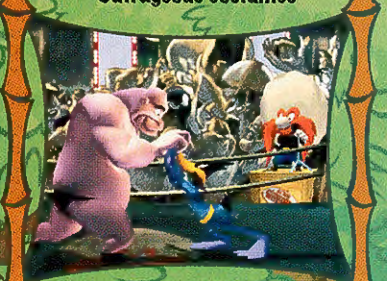
GAME BOY ADVANCE

NINTENDO GAMECUBE

Together, their odds aren't much better.

Five huge locations

Outrageous costumes



Fun mini-games

Find the Blue Monkey Diamond before the evil ACME Corporation does. The fate of the world rests in your hands...er, paws... um... wings? Whatever.

LOONEY TUNES

BACK IN ACTION

backinaction.ea.com

PlayStation®2

Super Mario Advance 4 and Game & Watch team up to bring about an e-Reader renaissance of classic gaming.

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POSITIVELY E-LICIOUS

With the release of the new Super Mario Advance 4-e and Game & Watch-e cards, the best of classic gaming is only a pack of cards away. Super Mario Advance 4-e cards expand the game in every Koopa-crushing way possible. Collect sets of Game & Watch-e cards to assemble entire games you can play on your GBA!

SUPER MARIO ADVANCE 4

Receive all-new levels, pick up power-ups, and watch the pros pull off wicked maneuvers with all-new Super Mario Advance 4: Super Mario Bros. 3-e cards.

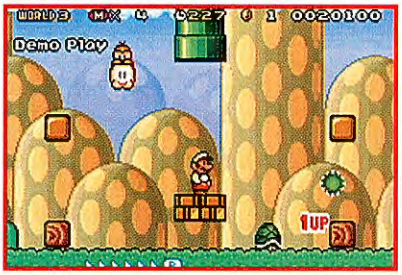
LEVEL CARDS

Visit exotic vistas and unexplored landscapes with Level cards! Each card transports you to a unique level not found in the game. And you can even save up to 32 levels on your Game Pak. Don't forget your passport!

POWER-UP CARDS

Running low on power-ups? No sweat! Power-Up cards provide a quick fix. Simply swipe a couple of them—your inventory will be jam-packed with power-up goodness. A Fire Flower here and there can go a long way!

DEMO CARDS



Swipe a Demo card and watch the pros at Nintendo conquer the most hair-raising stages and complete the most sought-after secrets, right on your GBA screen. They're instructional videos, Super Mario style.

GAME & WATCH

Tear open a pack of Game & Watch-e cards and swipe 'em to download Game & Watch games to your GBA. There are over 25 G&W games to collect in classic, color and collector versions. Color games feature greatly updated graphics and the Nintendo characters you've grown to love, while classic games stay true to the originals. Be sure to watch for special holographic collector cards that feature Mario's gang in the classic games. G&W-e cards come in random packs of five cards and you're guaranteed at least two complete games in every pack! Look below for a preview of just a few.

BALL (COLOR)

Use Yoshi's rackets to keep objects in the air. As time progresses, the number of objects increases—and so does the difficulty!

CHEF (COLOR)

Mario and Luigi prep the food and fling it in the air—it's up to the princess to cook it to perfection before feeding it to hungry Yoshi.

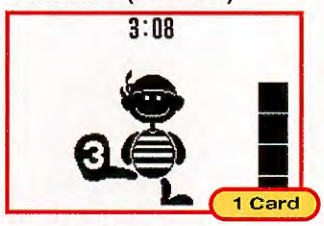
EGG (CLASSIC)

Move the wolf's hat from ramp to ramp as delicious eggs roll down, fresh from the hens. You'll have to be quick to avoid a gooey splat.

FIRE (COLOR)

The castle is on fire, and Mario and Luigi must bounce the leaping inhabitants to safety.

FLAGMAN (CLASSIC)

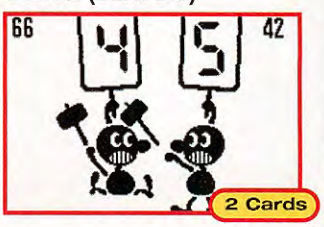


Challenge Flagman to a mind-boggling game of memory—remember the order to win.

HELMET (COLOR)

An unfriendly Koopa drops hammers from above—step quickly to avoid getting bonked.

JUDGE (CLASSIC)



Pound your opponent with a heavy mallet. Are these two smiling or grimacing?

LION (CLASSIC)

Control two lion tamers simultaneously as they try to keep lions from escaping their cage.

MANHOLE (COLLECTOR)

Luigi must work feverishly to ensure that his small friends don't fall into the drink.

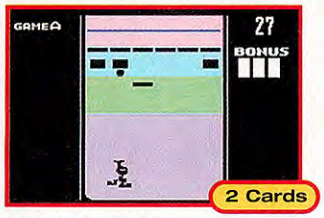
OCTOPUS (COLLECTOR)

Toad must brave the tentacled dangers of the deep to collect a sunken treasure.

PARACHUTE (COLOR)

Toad, Yoshi and Donkey Kong are parachuting out of an airship. Move the boat to save 'em!

SPITBALL SPARKY (CLASSIC)



Fire the ball at the blocks above and catch it when it falls. Watch out for the ricochet!

TROPICAL FISH (CLASSIC)

Catch the jumping fish in your bowl and transfer them to the aquarium on the other side.

TURTLE BRIDGE (CLASSIC)

Carry packages over the bridge of turtles. Beware: turtles will dive for fish.

VERMIN (COLOR)

Yoshi's very protective of his eggs, and he'll bash any vile vermin that try to get at them.

THE FUTURE IS BRIGHT

Old-school gaming has never been so popular, and for good reason: it's fun, funky and accessible, especially with the release of the SMA4-e and Game & Watch-e cards. An additional set of SMA4-e cards is on the horizon, so stay tuned!

Pummel opponents with over 15 weapons.

Battle for the checkered flag with Crash, friends and foes. Use missiles, bombs, tornadoes and more to pass or blast up to 4 friends in multiplayer mode. It's time to pick up the pace or pick up the pieces.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

VIVENDI UNIVERSAL games
Vicarious Visions

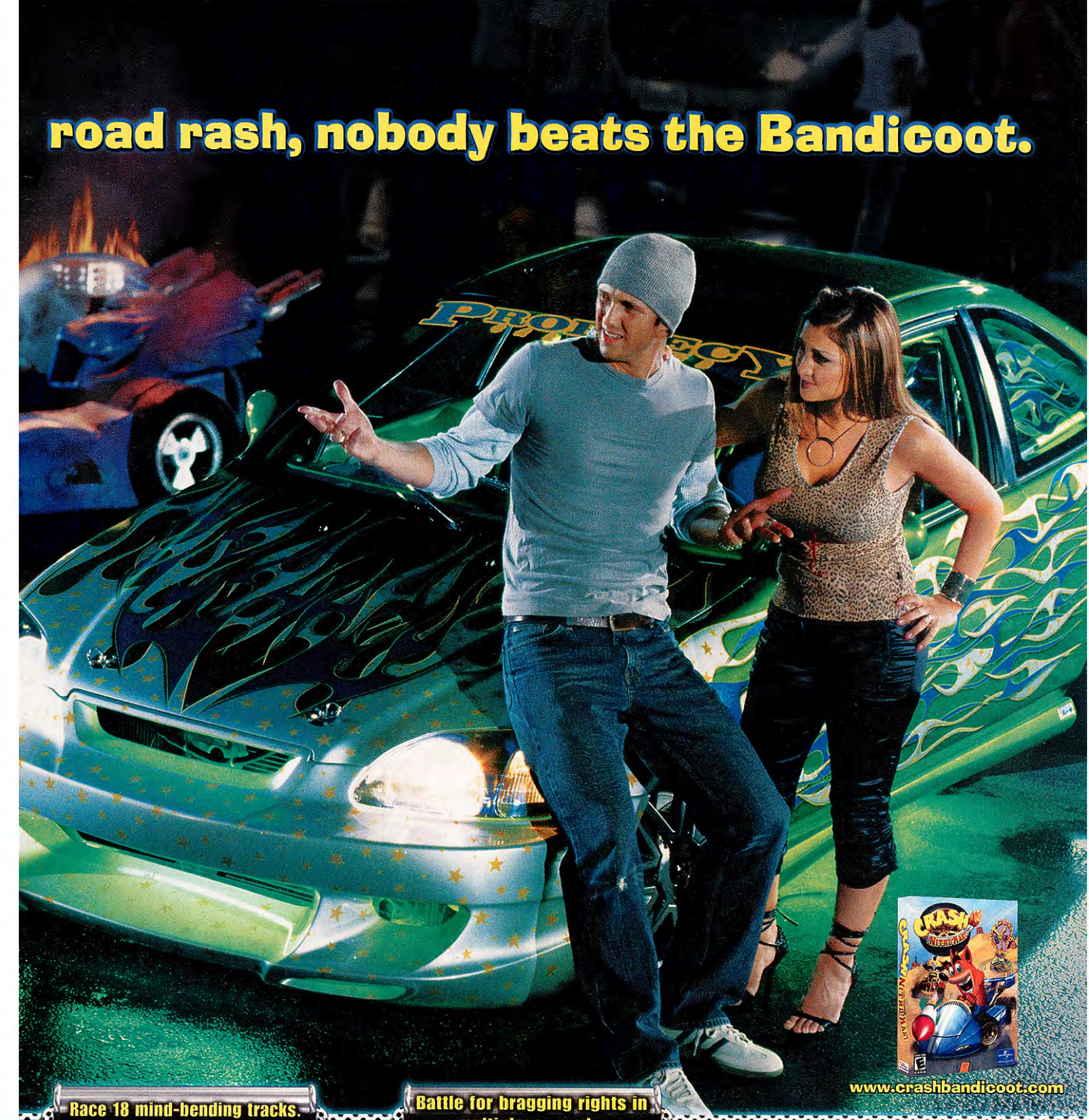
PlayStation.2

XBOX

NINTENDO GAMECUBE

GAME BOY ADVANCE

road rash, nobody beats the Bandicoot.



www.crashbandicoot.com

Race 18 mind-bending tracks.

Battle for bragging rights in multiplayer mode.

CRASH NITRO KART

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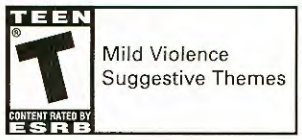
Capcom's venerable fantasy samurai series comes to the Game Boy Advance in the form of an epic new tactical strategy game.

鬼武者 Onimusha Tactics™



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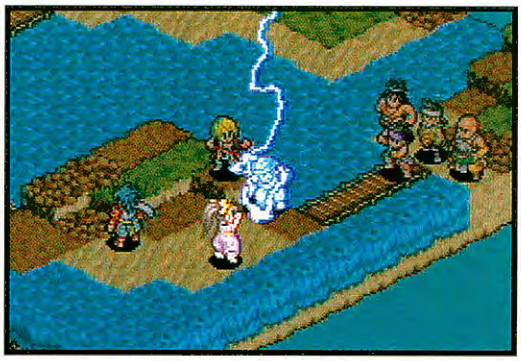
NOBUNAGA'S AMBITION

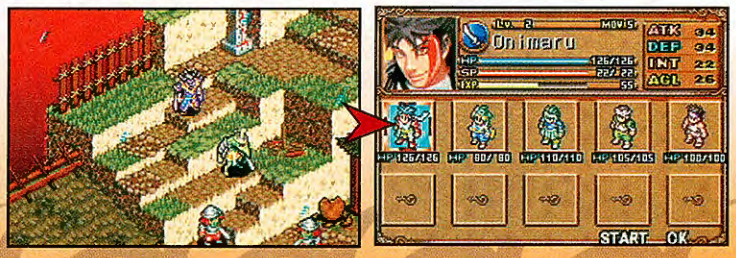
In the 16th century, infamous warlord Nobunaga Oda tried to unify Japan under his rule. Capcom's popular Onimusha series puts a mythical spin on the historical figure, telling of how Nobunaga became lord of the Genma demons upon his death, and of his subsequent attempts to create a Genma empire on Earth. Onimusha Tactics, the first strategy game in the series, stars a young samurai named Onimaru who inherits the legendary Oni Gauntlet and is charged with halting Nobunaga's tyrannical ambitions. Onimaru can't defeat the demon lord's forces alone, however, so he'll join forces with a diverse group of allies on his quest.



SURVEY THE BATTLEFIELD

Your preparations prior to each conflict are almost as important as the decisions you'll make on the battlefield. At the conclusion of each chapter's narrative, the camera pans over the map, giving you a comprehensive view of the enemy's troop placement. Be sure to take note of the terrain and any obstacles that could hinder you or your foes, too.

Choose Your Warriors



After you're given a look at the field, you'll be taken automatically to the character-select screen, where you'll decide which warriors to lead into battle. The number of characters you can choose varies from chapter to chapter. If you wish to study the battlefield further before making your selections, press the Start Button and select Map.

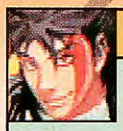
Varied Objectives

Many battles require you to accomplish objectives in addition to defeating all of your enemies. You may, for instance, need to protect an ally from harm or destroy one of Nobunaga's demonic devices.

WARRIORS OF DESTINY

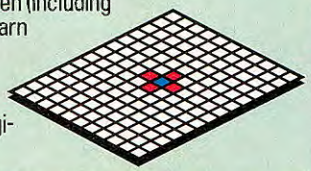
The blue square indicates the character's position.

Red squares illustrate the range of the character's weapon.



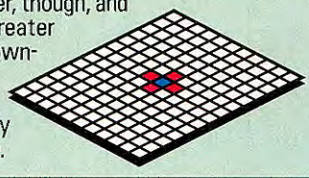
Swordsmen

Blades are the samurai's weapons of choice, but their range is limited to the squares adjacent to them. Most swordsmen (including Onimaru) can learn potent special skills that allow them to strike with magical powers.



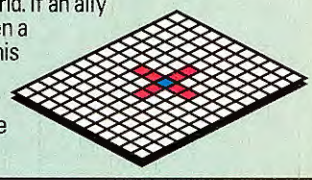
Axe-Wielders

Like swordsmen, axe-wielders can attack only enemies who are standing next to them. Axe-wielders tend to be a bit burlier, though, and typically deal greater damage. The downside is that their special skills are usually less impressive.



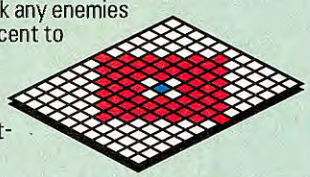
Spearmen

Spearmen are able to strike two enemies at a time if the enemies are lined up next to each other as illustrated on the grid. If an ally stands between a spearman and his or her target, only the enemy will take damage.



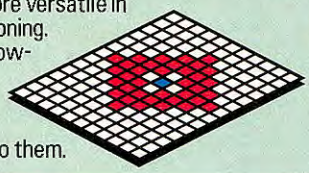
Gunners

Gunners can fire on an enemy up to five spaces away, but they must have a clear line of sight. They're unable to attack any enemies positioned adjacent to them, so keep them at a distance, preferably in an elevated position.



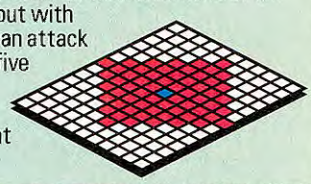
Archers

Archers have a little less range than gunners, but they're able to fire over allies and obstacles. Therefore, they're a bit more versatile in terms of positioning. Like gunners, however, they're unable to fire at enemies standing next to them.



Ninjas

Ninjas can wield blades or shuriken. With a blade, their attack range is the same as a swordsman's or an axe-wielder's, but with shuriken they can attack anyone within five squares, including the spaces adjacent to them.

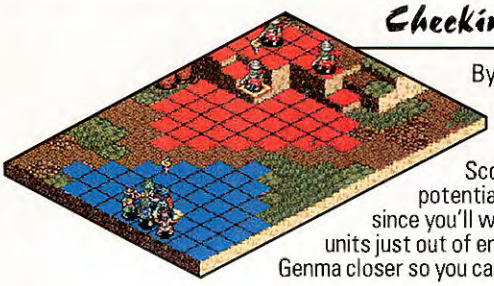


THE ART OF WAR

Blue squares indicate the selected character's movement range.

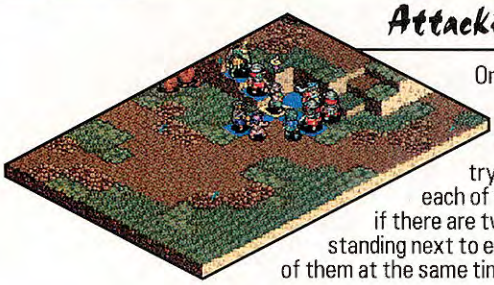
Red squares indicate the selected enemy's movement range.

Checking Movement



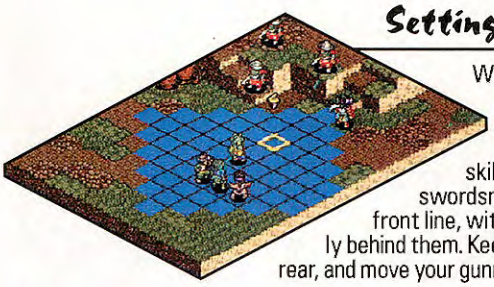
By moving the cursor over an enemy and pressing A, you'll see how far the enemy can move. Scouting your enemies' potential movement is crucial since you'll want to position your units just out of enemy range and lure the Genma closer so you can strike first.

Attacking the Enemy



Once you're in range to attack, go after the enemies who pose the greatest threat, and try to make the best use of each of your units. For example, if there are two enemies with low HP standing next to each other, take out both of them at the same time with a spearman.

Setting Your Fighters

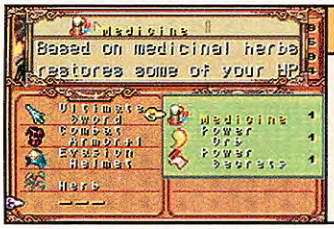


When moving your units into position, keep in mind the range of their weapons and special skills. Axe-wielders and swordsmen should compose the front line, with your spearmen directly behind them. Keep your archers at the rear, and move your gunners toward the flank.

Using Special Skills

Each character can learn a different set of special skills. Some skills inflict damage on the enemy, while others boost your units' stats. Decide which skills you're going to use at the beginning of the turn, and coordinate your offense for maximum effectiveness.

BATTLE TACTICS



Equip Items

You can't access your inventory during battle, so don't forget to equip your characters with the desired items beforehand. Each character can equip two items, as well as a weapon, a piece of armor and an accessory.

Use the Terrain

The side that makes the best use of the terrain usually wins. Try to position your long-range units so that they can fire at the enemy from a safe location, and use bridges and obstacles to impede your opponents' movement.

Study Your Opponents

When devising your plan of attack, it's important to know your foes' strengths and weaknesses. By moving the cursor over an enemy and pressing the Select Button, you can view the Genma's stats, equipment and special skills.

Heal the Wounded

Keep an eye on your characters' hit points as well as their potential for taking damage during the next turn. If you're in danger of losing them, use an herb or special skill to heal the wounded as quickly as possible.

SPOILS OF WAR

There are no shops in Onimusha Tactics, and though you'll occasionally pick up an item from a defeated foe, your primary means of acquiring goodies will be to create them with Genma Stones. This adds an element of resource management to the game, as you must decide how best to use the available stones to create the items or equipment that will benefit your party the most.

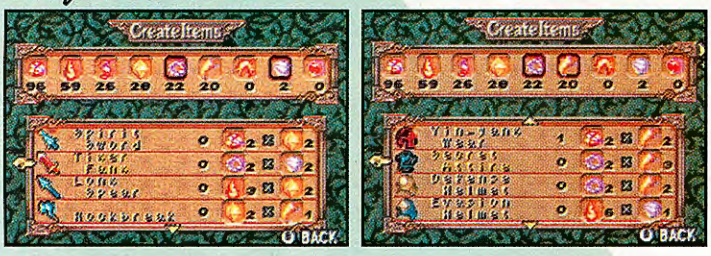
Collect Stones and Recipes

After vanquishing an enemy, you may receive a recipe or some Genma Stones. Recipes indicate how many stones are required to create a given item or piece of equipment. Once you've acquired a recipe, it will be added automatically to the list in the item-creation screen. There are nine types of Genma Stones, some of which are scarcer than others.

Equip Your Creations

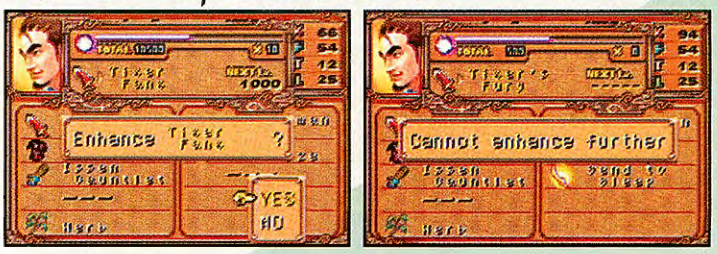
Before you create an item, highlight the item and press the Select Button twice to check which characters will be able to equip it. When equipping the item, you'll see how it will affect your character's stats in the upper right-hand corner of the screen. Certain items can also enable characters to learn new special skills.

Forge New Items



Before each battle, you can use your Genma Stones to create new items and equipment. Press the Select Button at the character-select screen, then highlight the item you wish to create from your list of recipes and press A. For a brief description of the item, highlight it and press Select. You can create only items for which you've found a recipe.

Enhance Weapons and Armor

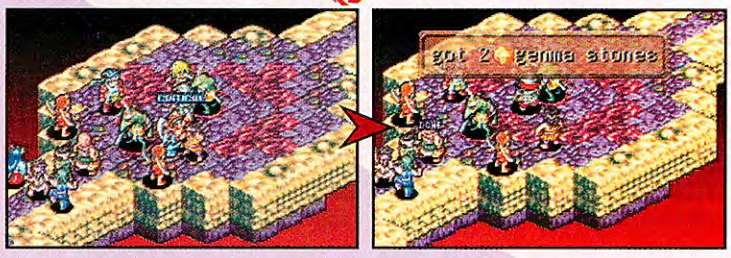


The Oni Gauntlet collects the souls of your fallen enemies, which you can use to enhance your weapons and armor. In addition to receiving a statistical bonus, an enhanced item can bestow its bearer with a new special skill. There's a limit to how much you can enhance each item, and some items can't be enhanced at all.

THE PHANTOM REALM

Early in the game you'll receive a Phantom Wedge that allows you to visit the Phantom Realm, an Onimusha series staple where you can build experience, stock up on Genma Stones and find new recipes.

Continuous Battles NP



You'll fight one battle after another in the Phantom Realm, with no breaks in between, so be sure to equip everything you need beforehand. The further you progress in the story, the deeper you can delve into the Phantom Realm. Upon completion of the sixteenth and final level, you'll unlock a secret character.

STRATEGY ADVANCED

The GBA is rapidly becoming the armchair strategist's system of choice. Onimusha Tactics doesn't have as much depth as Square Enix's masterful Final Fantasy Tactics Advance (what does?), but the unique setting and bizarre sense of humor help to set it apart. Fans of the series will also be delighted to know that you'll run into quite a few familiar faces on the 40-plus-hour quest.

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The Crossing Guardian

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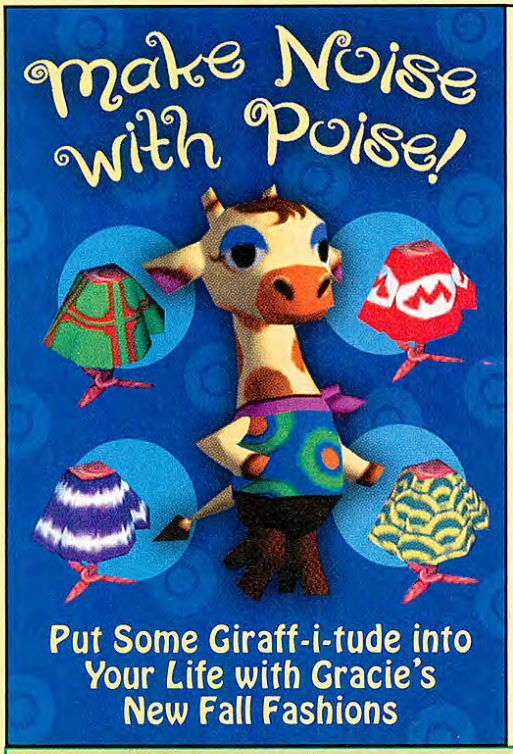
Gobbling Guest Returns for Seconds

Tortimer has buried the hatchet with Franklin, the turkey who seemingly lost his head when he failed to take his special place at last year's Harvest Festival table. Many have come to Franklin's defense—stating that the traumatized turkey had just cause for flying the coop—and now even Tortimer says that last year's dinner debacle was the result of poor communication. Keep an eye out for Franklin on November 27. Tortimer swears that Franklin is a delicious conversationalist, so grill the talkative turkey for all the juicy details throughout the Harvest Festival.

We missed one very important guest at last year's table.



Tell Us What's Going Down in Your Town!

We admit it. We're news junkies here at The Crossing Guardian, and we want to know everything that's going on in your neck of the woods. In our next issue, we'll be putting the spotlight on your towns, houses and neighbors! So if you see something in your town that you'd like to appear in The Crossing Guardian—tales, tips, the latest cool words, even gossip about your local animals—send us an e-mail! We'll print photos of your towns, too, so if you see something photoworthy, send it to The Crossing Guardian!

Remember Punk from Crud? Punk recently e-mailed us this photo that shows he's as crazy as ever!

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Redmond, WA 98073-9782

Send e-mail and digital photos to:
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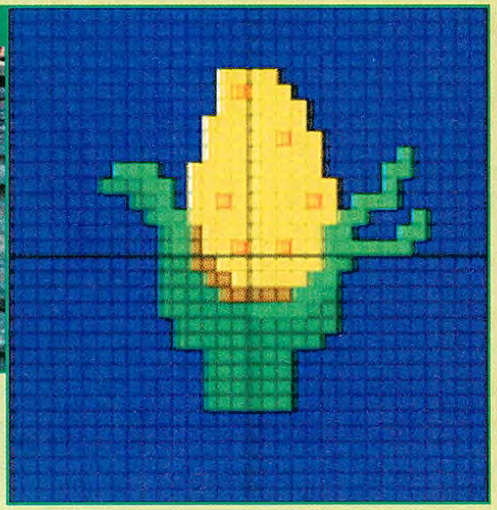
Don't forget to tell us your character and town name! If you have problems taking clear pictures of your TV screen, read our video-game photography tips at nintendo.com/phototips.

Amazing Harvestwear—Shuck Your Old Duds

We've got a corny idea for this year's Harvest Festival, but we're hoping that you have the ears for it! Wear our corn pattern every day throughout the month of November. And put it on show at your local tailor, and at the tailors in all the other towns that you visit! If we all pull together, soon animals all over the globe will follow—and our corn-clothing will pop up everywhere in a jiffy!

Use Palette 11/16



Tom Nook's Special Delivery #11

1 m W Y g 6 I f B @ & q 7 5
8 X z S K d 6 T u j 7 L t s

If you say the password shown above to Tom Nook, you'll receive a rare gift—a statue that will make-a you luckier than ever!

Let us know what you think!

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Cartoon Violence

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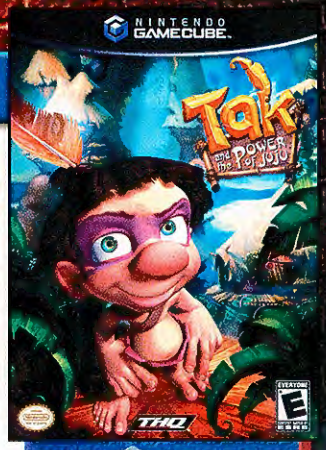
★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

TAK AND THE POWER OF JUJU

Sharp-witted Tak is a 3-D platformer that packs plenty of punch.



- THQ 38
- 1 player

ALAN	★★★½
GEORGE	★★★★
JESSICA	★★★★
STEVE	★★★
STEVEN	★★★★½

EVERYONE E — Cartoon Violence
CONTENT RATED BY ESRB

Some recent action games have opened with great CG cinematics only to prove weak in the game play department. Tak and the Power of Juju delivers in both areas with hilarious movies, great characters and strong game play. A not-too-pleasant shaman has transformed the people of a small village into sheep. When the village's shaman, Jibolba, looks for help from a mighty warrior, he learns that the warrior has turned into a sheep, too. With no other prospects available, Jibolba turns to Tak, a scrawny but spry shaman's apprentice.

As you help Tak in his quest to explore 12 large areas, you can run, jump, climb, swing from ropes and use animals to advance past obstacles. When an orangutan bends a palm tree to the ground, you can get a catapult ride across a wide gap. Rhinos are good for breaking through fences.

Tak attacks enemies by using a club, until he earns a staff, which he can also use to vault long distances. Additionally, he can toss melons at enemies and learn a variety of magic spells. The challenges come at a brisk pace and the action never lets up. The game is not without its jumping-puzzle frustrations, but if you fall into a bottomless pit, you can start again not far from where you fell.

COMMENTS: George—Lush graphics and funny dialogue make Tak rise above the platformer fray. Steven—A solid platformer. But it's the story and script that win me over. Steve—Tak is a perfectly competent platformer with some great voice acting, but it doesn't really bring anything new to the table. Alan—There aren't a lot of totally new things here, but there's certainly enough for a 15-20 hour romp. The use of animals as tools, the fantastic jungle music and a sly sense of humor are all major plusses.

KIRBY AIR RIDE

The round one's gliding, sliding racer is sure to be a multiplayer smash!

No matter how far out of first place you are in Kirby Air Ride, you'll always feel like you're one good boost, one tight turn from getting right back into the race. The more you let yourself go in Kirby's wacky world of ramps, rails and wild rides, the more you'll find yourself caught up in the intense action.

The game is easy to learn, but a real challenge to master. You steer with the Control Stick and trigger all other actions with the A Button. Your ride moves on its own. Press the A Button to make it grind into the ground and slow down, then release the button to take off in a burst. When you're close to enemies, press A to copy their abilities and transform Kirby into a sword-wielding or plasma-firing whirlwind. It may seem like you're out of control at first, but you'll get a good handle on the controls as you go.

Three modes of play—all open to multiple players—offer different racing and riding experiences. Air Ride is a straight race that emphasizes copying and crazy speed. Top Ride is an overhead-view race that shows all competitors without splitting the screen. City Trial allows you to run and ride through an urban area as you build your perfect vehicle for stadium battles. Each mode has a checklist of 120 challenges, some of which unlock courses, racers or abilities after you accomplish them.

COMMENTS: Steven—Don't be fooled by its whimsy. Nailing many of the hundreds of racing objectives is serious business. I'm wholly obsessed. Scott—Kirby has surprising depth and greater challenge than you might think. George—The more you play Kirby Air Ride, the harder it is to stop. It's easy to get caught up in trying to unlock everything. Chris—The concept of the A Button charge takes some getting used to. Multiplayer races are fun.

- Nintendo
- 4
- 1 to 4 players simultaneously

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★
SCOTT	★★★★½
STEVEN	★★★★½

EVERYONE — E — CONTENT RATED BY ESRB — Mild Cartoon Violence

GLADIUS

LucasArts's gladiatorial RPG strikes a big blow for strategic gaming.

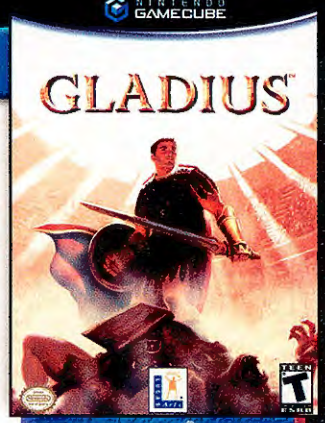
Mixing ancient-combat history with Greek and Norse mythology, role-playing saga Gladius covers two interweaving storylines and hundreds of turn-based battles. Whether you choose to follow Ursula, the daughter of the barbarian king, or Valens, the son of a fallen champion, you must prove your worth in gladiator arenas, develop a warrior school and eventually learn about your place in an epic struggle.

Battles require skill and tactics. You'll position your combatants and select their targets. After you've initiated an attack, you'll perform a timing test to determine the power of your thrust. If you stop the swing meter at the right moment or push buttons in the correct sequence, you'll score a critical hit. While it may seem like a gimmicky move, the test adds a fun action element to the strategy-heavy battle.

By using your winnings to purchase equipment and recruit warriors, and your Job Points (earned by gaining experience levels) to acquire new skills, you can develop your characters and your school. The nuances of character customization are many, but you can get away with a cursory knowledge of the tactics if you want to skip to the action.

The graphics, animation and sound are well-executed, and the story-telling sequences, which use CG effects over painted scenes, are a marvel to watch.

COMMENTS: Steven—Thumbs up. Its brawny battle system, mystic setting and generous amount of game play make Gladius a must-own GCN RPG. George—The gladiator theme is refreshing, and the strategy elements create an involving experience. Alan—An ambitious title that ultimately falls victim to repetitiveness. Scott—A slow starter, but once you're on your way, it turns out to be an excellent strategy RPG.



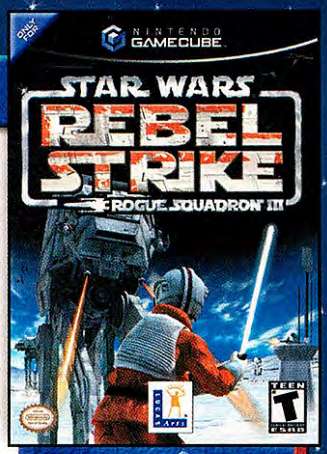
- LucasArts
- 40
- 1 to 4 players simultaneously

ALAN	★★★★
GEORGE	★★★★½
JESSICA	★★★★½
SCOTT	★★★★
STEVEN	★★★★½

TEEN — T — CONTENT RATED BY ESRB — Blood and Gore, Comic Mischief, Violence

STAR WARS ROGUE SQUADRON III: REBEL STRIKE

Speeder bikes, tauntauns, AT-STs, X-wings—this is classic *Star Wars!*

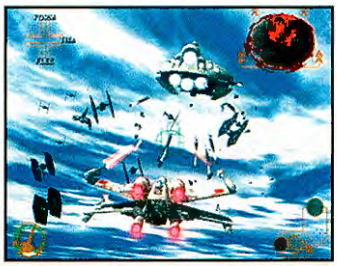


GCN-exclusive flight-and-fight title *Star Wars* Rogue Squadron III: Rebel Strike revisits the original *Star Wars* trilogy's most memorable moments with an all-out action blitz of stormtrooper showdowns, space battles and movie footage. Two single-player campaigns mix ground combat with starfighter struggles against the Imperial fleet. A two-player cooperative campaign presents 13 of *Star Wars* Rogue Squadron II: Rogue Leader's missions in a split-screen format.

Developer Factor 5, under the guidance of publisher LucasArts, rebuilt Rogue Leader's engine from the ground up to accommodate two-player cooperative and competitive scenarios and, in so doing, allowed for more moving objects and crisper graphics. In the Battlefield Hoth mission, dozens of TIE fighters swarm in a dark cloud over Echo Base. In the Speeder Bike Pursuit mission, Luke Skywalker soars through a narrow path in the perfectly detailed Endor forest, thick with trees and brush.

Flight missions are every bit as exciting and well-conceived as Rogue Leader's missions, but with more variety. On-foot fighting sequences are so fast-paced, there's little time to do anything but run and shoot. Camera movement in character-based missions can be abrupt, but the chase camera for ground-vehicle and space missions is perfect.

COMMENTS: George—Great sound, incredible graphics and digital transfers of classic scenes make Rebel Strike a *Star Wars* experience of the highest quality. Steve—Like its predecessor, Rebel Strike is a stunning showpiece for the GCN hardware. The vehicular battles are an absolute blast. Alan—The flying missions are fantastic, but the on-foot portions need some work. The camera doesn't work very well and you don't have any control over it.



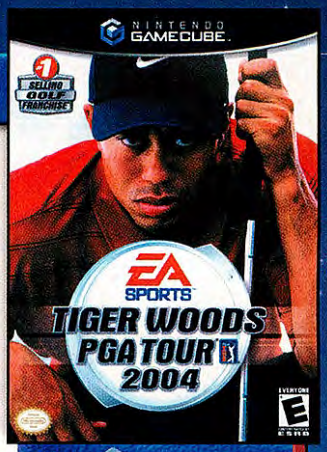
- LucasArts 5
- 1 to 2 players simultaneously

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★½
SCOTT	★★★★½
STEVE	★★★★

TEEN T — Violence — CONTENT RATED BY ESRB

TIGER WOODS PGA TOUR 2004

A new drive for realism in EA's golf franchise puts you into the game.



Already the most realistic plug-in-and-play golfing sim available, the Tiger Woods PGA Tour series rises another notch on the realism scale in its 2004 edition with new customization options, new courses and ties to real PGA Tour events.

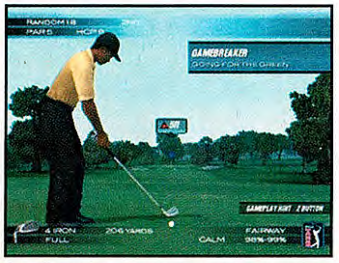
The EA Sports Game Face feature allows you to change the physical characteristics of your in-game self to an unprecedented level. You can also unlock and purchase more than 1,500 pieces of clothing and equipment, some of which add to your skills. Connectivity with the GBA (with or without the GBA version of the game) makes new accessories available in the game's pro shop.

The game's 20 courses include five new real-life locations (Bethpage Black, Pinehurst No. 2, Kapalua Plantation, Bay Hill Club and Sahalee CC) and two new fictional courses.

In World Tour mode, you can challenge golfers to one-on-one matches—and earn cash, unlock accessories and open courses with victories. In PGA Tour Season mode, you can embark on a 10-year professional career. Real-Time Events mode checks your GCN's built-in calendar and challenges you to join PGA events that are taking place at the time.

A new chip shot gives you a more realistic grip on short approaches to the green, but the game's already-perfect play control has not changed.

COMMENTS: Steve—Though not an avid follower of the real-life PGA Tour, I found the latest version of EA Sports's game to be wildly addicting. George—The best gets even better! Even if you're not a golf fan, you'll enjoy the game's great control, voluminous feature set and attention to detail. Alan—Utterly fantastic in every respect. Chris—The character design, added modes and extra courses are a delight.



- EA 67
- 1 to 4 players alternating
- 2 discs

ALAN	★★★★★
CHRIS	★★★★★
GEORGE	★★★★★
SCOTT	★★★★★
STEVE	★★★★½

EVERYONE E — CONTENT RATED BY ESRB

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GAME BOY ADVANCE

VIVENDI UNIVERSAL games

DIGITAL ECLIPSE

EVERYONE

E

CONTENT RATED BY ESRB

FIRE EMBLEM

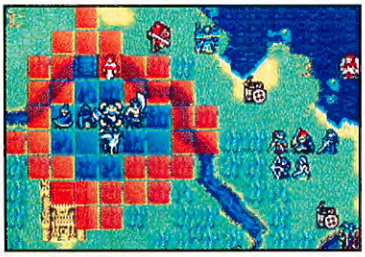
An epic story and battle glory make Fire Emblem a memorable adventure.

It should come as no surprise that Nintendo's Fire Emblem was developed by Intelligent Systems, the creators of the Advance Wars series for the GBA. Like the Advance Wars games, Fire Emblem is an elegantly designed turn-based strategic battle sim in which you march multiple units through epic struggles. Units have different strengths and weaknesses, and terrain types figure heavily into the battle.

Fire Emblem features a more personal story than the Advance Wars games, and it has a clear focus on character development. When characters win battles, they earn experience points that allow them to level up and gain attributes. When characters are defeated, they remain gone for the duration of the adventure.

The game takes place 1,000 years after a war between men and dragons. Your character and a young swordfighter named Lyn set out for adventure, recruit allies and face some of the most despicably nasty villains in any RPG. The main campaign spans 30 chapters; several side quests and an additional campaign add nearly 30 epic battles to the story. Up to four linked players can face off in isolated wars.

The sparse but beautiful graphics show heroic animations which you can turn off if you want to quicken the pace of the game.



COMMENTS: **Alan**—If you like your bad guys completely evil, this game is for you. If you like your strategy flawless, this game is for you. If you like Advance Wars but want more RPG elements and a wider variety of units, this game is definitely for you. **Jessica**—The story and dialogue are top-notch. **Chris**—I love how everything in this game is incorporated into the battle, including speaking with NPCs and buying and equipping items.

- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

ALAN ★★★★★
CHRIS ★★★★½
GEORGE ★★★★½
JESSICA ★★★★½
SCOTT ★★★★½

EVERYONE
E
CONTENT RATED BY ESRB
Violence

SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3

The all-time platform-game champ hits the GBA with e-Reader extras.

Hold onto your Tanooki suit! The most popular title in video game history, Super Mario Bros. 3, has joined the Super Mario Advance series on the GBA, and it's just as fun and full of surprises as ever. Bowser is up to his old tricks, and the Mario Bros. must stop him by surviving eight huge worlds of ingeniously crafted side-scrolling levels that offer a challenge without being frustrating.

Two players can take turns—one as the surefooted Mario and the other as the high-flying Luigi. In addition to finding items that allow them to grow and throw fireballs, the brothers can earn a Frog Suit to get enhanced jumping and swimming skills and the famous Tanooki Suit to catch air and float over gaps. Other innovative items, such as the blockade-breaking Hammer, allow the heroes to move freely between levels on the overworld map. Symbol-matching minigames and intermittent clashes with the Hammer Bros. add variety to the game play.

Using the new Super Mario Advance 4: Super Mario Bros. 3 e-Reader card series and an e-Reader, you can download items and even new bonus levels.

As is the case with other Game Paks in the SMA series, the game comes with the original Mario Bros. title. Up to four players can link GBAs using Game Boy Advance Game Link cables and participate in Single-Pak or Multi-Pak Mario Bros. sessions.

COMMENTS: **Steven**—Rev up your e-Readers! The card tech truly shows its stuff when put under the hood of one of Nintendo's best classics. **Steve**—Platformers don't get much better than Super Mario Bros. 3. It's the best-selling game of all-time for a reason, and it stands the test of time remarkably well. **Chris**—Possibly the best Super Mario game in the series.

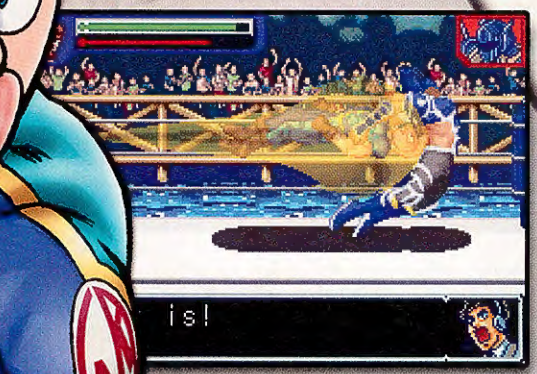
- Nintendo/32 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link
- e-Reader compatibility

ALAN ★★★★½
CHRIS ★★★★
GEORGE ★★★★★
STEVE ★★★★½
STEVEN ★★★★★

EVERYONE
E
CONTENT RATED BY ESRB

ULTIMATE MUSCLE

THE KINNIKUMAN LEGACY™



Some wrestling games are Nice, Fun to Play games.

Others will SMACK that stupid grin right off your *pansy little FACE.*

"Just when you thought wrestling-styled games couldn't get any crazier, along comes Aki (WWF WrestleMania N64) with Ultimate Muscle, one of the fastest, most intense brawlers yet on Nintendo GameCube."
- IGN

WHICH ONE ARE YOU GOING TO PLAY?

TEEN T CONTENT RATED BY ESRB

Comic Mischief
Violence

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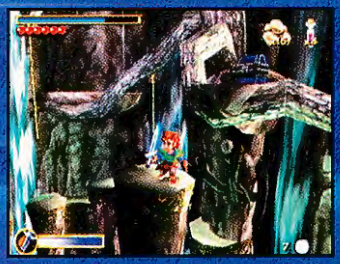
THE HOBBIT

- VU Games 33
- 1 player

EVERYONE E — Comic Mischief Violence



Although Bilbo Baggins is adventurous by Hobbit standards, he's not a classic sword-and-shield-wielding hero. VU Games's GCN adaptation of J.R.R. Tolkien's classic tale lets you guide Bilbo through battles and quests (lots of quests) without breaking character. He's able, but he must rely more on his wits than his strength. The trade-off may not appeal to players seeking pure action, but the game is a refreshing change from hack-and-slashers.

CHRIS ★★★
GEORGE ★★★★
JESSICA ★★★★
SCOTT ★★★½
STEVEN ★★★★

THE HAUNTED MANSION

- TDK Mediactive 2
- 1 player

TEEN T — Mild Violence

With creepy atmosphere and detailed graphics, Disney's Haunted Mansion theme park attraction comes to life on the GCN. The setting is the same as that of the movie, but the story and characters are different. Assistant caretaker Zeke Holloway must scare up 999 evil spirits from their hiding places. You'll spend a lot of time checking the mansion's 15 rooms for ghosts, which can get tedious, but many of the game's puzzles are quite clever.

ALAN ★★★★
CHRIS ★★★★
GEORGE ★★★½
SCOTT ★★★★
STEVE ★★★

METAL ARMS: GLITCH IN THE SYSTEM

- VU Games 4
- 1 to 4 players simultaneously

TEEN T — Strong Language Violence

Humorous sci-fi shooter Metal Arms: Glitch in the System explores a war between two robot races through challenging game play and nonstop action. With well-rendered graphics, impressive lighting effects and top-notch voice talent, the game's production values are as high as its fun factor. The puzzles are easy to figure out, but some battle situations are unforgiving, leaving you with very little ammunition to fight your way out of big jams.

ALAN ★★★★
CHRIS ★★★★
GEORGE ★★★★
SCOTT ★★★★
STEVEN ★★★★

BEYBLADE: SUPER TOURNAMENT BATTLE

- Atari 7
- 1 to 2 players simultaneously
- 1 to 4 players alternating

EVERYONE E

Blade-equipped spinning tops face off in three toy-sized stadiums in Beyblade: Super Tournament Battle. Choose from four beys and enter a tournament, practice in free battles or participate in team events. You can make minor adjustments that affect your bey's attributes, and with good timing, you can give your bey a great spin at the start. Midbattle controls are limited to steering your bey and summoning beasts.

ALAN ★½
CHRIS ★½
GEORGE ★★
STEVE ★
STEVEN ★½

FREESTYLE METAL X

- Midway 11
- 1 to 9 players alternating

TEEN T — Blood, Violence, Suggestive Themes

Pull off tricks in sequence and fill your Rad-o-meter for a top score in Midway's Freestyle Metal X, a stunt-oriented motocross exercise that compares well to Activision's Pro BMX titles. You can start a career and accomplish objectives in 11 huge arenas or recruit your friends to participate in pass-around Party mode. The control is tight. The graphics are above-average and the soundtrack (Twisted Sister, Motörhead and more) is a crowd pleaser.

ALAN ★★★
CHRIS ★★★
GEORGE ★★★★
SCOTT ★★★
STEVE ★★

JIMMY NEUTRON BOY GENIUS: JET FUSION

- THQ 1
- 1 player

EVERYONE E — Mild Cartoon Violence

Boy Genius Jimmy Neutron enters the world of action hero Jet Fusion in Jimmy's latest 3-D platformer. By collecting tool parts and invention pieces, you can create weapons and other items that will help Jimmy survive the adventure and return to reality. Playfully colorful graphics, good character and camera control and humorous cut scenes make the game a solid play for Jimmy Neutron fans or anyone looking for lighthearted fun.

CHRIS ★★½
GEORGE ★★★½
JESSICA ★★★½
SCOTT ★★★
STEVEN ★★★½

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NHL 2004

- EA Sports 270
- 1 to 4 players simultaneously

EVERYONE E — Violence

Continuing its dominance in major team-sports games, EA Sports improves on its NHL franchise with a deep Dynasty mode that allows you to manage your favorite NHL team for a 20-year reign. Three international leagues comprise a total of 39 new teams, and the game offers an all-new fighting system. The basic game play and graphics are similar to those of the franchise's 2003 edition, but they were already top-notch.

ALAN ★★★★
CHRIS ★★★½
GEORGE ★★★★
SCOTT ★★★★
STEVE ★★★½

TEENAGE MUTANT NINJA TURTLES

- Konami 4
- 1 to 2 players simultaneously

EVERYONE E — Violence

The mean, green, amphibious four are back for a new round of cartoon adventures on the FoxBox and a six-stage, 3-D fighter on the GCN. Colorful graphics and sharp control make the game fun to watch and play, but the old-school punch-and-kick action gets monotonous—fight all of the characters in one area until they're gone, then move on to the next area. Story mode is open to one or two players. Versus mode offers one-on-one action.

ALAN ★★★
CHRIS ★★½
GEORGE ★★★
JESSICA ★★
STEVE ★★½

TONKA RESCUE PATROL

- TDK Mediactive 1
- 1 player

EVERYONE E

For any young GCN player who dreams of being a firefighter or a police officer, Tonka Rescue Patrol offers a simple but engaging action title that puts you at the controls of six vehicles, including a fire truck, a police car and a rescue helicopter. An arrow points to each vehicle's destination. All you have to do is follow the arrow, then carry out easy instructions to save civilians. Five locations that range from a city to a mountain show crisp, detailed graphics.

ALAN ★★★½
CHRIS ★★★½
GEORGE ★★★½
SCOTT ★★★½
STEVEN ★★½

WALLACE & GROMIT IN PROJECT ZOO

- BAM! 4
- 1 player

EVERYONE E — Mild Cartoon Violence

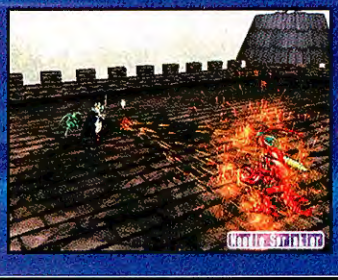
While absent-minded inventor Wallace provides support, his diligent dog Gromit does most of the work in the pair's first GCN adventure. Guide Gromit through five zoo-themed worlds and save captive animals from Feathers, a pesky penguin. Along the way you'll solve environmental puzzles that require you to swim, climb, race and search for items. Some tasks may be a little too tricky for young players.

CHRIS ★★★★
GEORGE ★★★½
JESSICA ★★½
SCOTT ★★★
STEVEN ★★★½

YU-GI-OH!: THE FALSEBOUND KINGDOM

- Konami 3
- 1 player

EVERYONE E — Fantasy Violence



The GCN debut of the Yu-Gi-Oh! franchise is a battle sim that borrows elements from real-time strategy games and turn-based RPGs. It's all rolled into a complex story that only a dedicated Yu-Gi-Oh! fan will understand. By assembling teams of three beasts, you must defeat all enemies that stand in your way and liberate the land of Rondeval. The artwork and special effects are well-executed, but the game's pacing is slow.

ALAN ★★½
CHRIS ★★½
GEORGE ★★
JESSICA ★★½
STEVE ★★½

TOP GEAR RALLY

- Nintendo/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E

Vibrantly colorful graphics, a sensational sense of speed and realistic physics in a variety of track conditions make Top Gear Rally a solid and enjoyable play. You can race for the championship cup in three progressively challenging leagues, enter a quick race on any of dozens of tracks or challenge a friend to a linked rally. Garage and Setup options let you prepare your vehicle for any type of weather or track surface.

ALAN ★★★★
CHRIS ★★★½
GEORGE ★★★★
SCOTT ★★★½
STEVE ★★½

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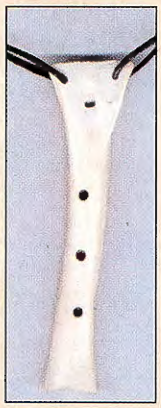

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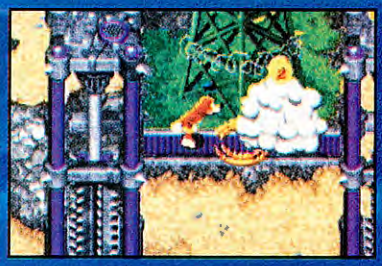
BANJO-KAZOOIE: GRUNTY'S REVENGE

- THQ/64 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB



Backpack-carrying bear Banjo battles to save his bird pal, Kazooie, in a follow-up to the pair's popular N64 adventures. Banjo collects musical notes to learn moves, honeycombs to regain his health and several other types of items to help him forge a path to wicked witch Gruntilda's castle. Although the straight-on overhead view makes it difficult to judge the height of platforms, the overall game play is fast-paced and enjoyable.

CHRIS
GEORGE
SCOTT
STEVE
STEVEN

ONIMUSHA TACTICS

- Capcom/64 Megabits
- 1 player

TEEN
T
CONTENT RATED BY ESRB

Mild Violence
Suggestive Themes

Capcom's Onimusha Tactics joins Final Fantasy Tactics Advance and the Advance Wars series in the list of excellent GBA turn-based tactical fighters. When bloodthirsty creatures declare war on humans in a fantasy world that draws parallels to ancient Japan, young warrior Onimaru and a ragtag band of fighters step in to stop the war. The game has all of the trappings of a long, enjoyable experience.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

BIONICLE: THE GAME

- THQ/64 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB

Mild Fantasy Violence

Six Bionicle guardians attempt to save Mata Nui from evil overlord Makuta in an isometric-view action title that suffers from frustrating play control and nonintuitive puzzles. Each guardian takes a different route through an environment full of rocks, moving platforms and pressure plates. While the variety of playable characters is a welcome addition to the genre, there is little else to recommend this action game.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

DISNEY'S THE LION KING 1 1/2

- Disney Interactive/ 64 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

Knock the needles off porcupines and bounce off the backs of hyenas in meerkat Timon's and warthog Pumbaa's behind-the-scenes look at the events of *The Lion King*. You'll lead the bug-collecting comic pair through solo and team levels, in which you'll need each character's abilities to get past obstacles. Intuitive play control and simple level design make the game appropriate for players of all skill levels.

CHRIS
GEORGE
JESSICA
SCOTT
STEVE

DISNEY'S PARTY

- EA/64 Megabits
- 1 to 4 players alternating
- 1 to 4 players simultaneously
- Single-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB

The Disney gang rolls the dice in a board game party that is more about hopping across spaces on the board than engaging in minigame challenges. Up to four players can play the main game by passing around a single Game Boy Advance. Five unlockable bonus minigames offer simultaneous multiplayer play through a Game Link connection and one Game Pak. The games are simple and suitable for very young players.

ALAN
CHRIS
GEORGE
STEVE
STEVEN

THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES

- THQ/32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

The second GBA side-scroller based on Nickelodeon's The Fairly OddParents! follows Timmy Turner's quest to reclaim the stolen book of Da Rules from the mischievous anti-fairies. As Timmy skitters and hops through a wonky world of stylized art, killer bees and bad bullfrogs, he uses a wand and wish-granting coins to clear the way. The game's levels are large, but the game play is repetitive and uninspired.

CHRIS
GEORGE
SCOTT
STEVE
STEVEN

GET READY TO FIND THE FUN!

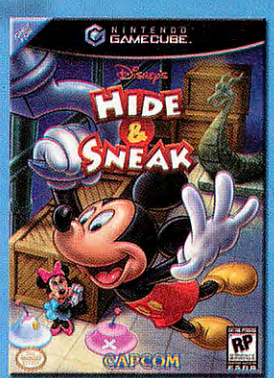
Disney's

HIDE & SNEAK

Play as Mickey and rescue Minnie from mysterious flying creatures. You will need to solve puzzles, run, jump, dodge and hide from the enemies. Control Mickey as he hangs on to ropes, climbs onto containers and uses stealth maneuvers to evade foes.

- ☆ Two Playable Characters - Play as either Mickey or Minnie.
- ☆ Three unique gaming environment stages - Warehouse, Museum, and Ruins!
- ☆ Master the "Trick" button - unleash special tricks and combinations.
- ☆ More than 30 animated sequences for both Mickey and Minnie to 'hide and sneak.'

Check out Disney's Magical Quest 2 on GAME BOY ADVANCE



75 YEARS WITH MICKEY

PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY ESRB

Disney INTERACTIVE

CAPCOM

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NINTENDO GAMECUBE

GEKIDO ADVANCE: KINTARO'S REVENGE

- Destination Software/ 64 Megabits
- 1 player

TEEN T — Mild Violence

Anime-style cut scenes with simple animation and written text help give Gekido Advance: Kintaro's Revenge a dramatic edge over other street fighters in the Final Fight vein. As a young hero in training, you must lend a hand to a village that has been besieged by creatures that emerge from the ground. In addition to fighting challenges, players can try simple lock-and-key puzzles for added variety.

ALAN ★★★★½
CHRIS ★★★★
GEORGE ★★★½
STEVE ★★★★
STEVEN ★★★★

THE HOBBIT

- VU Games/64 Megabits
- 1 player

EVERYONE E — Violence

Venture from Hobbiton east to Mirkwood in the GBA retelling of J.R.R. Tolkien's *The Hobbit*. Lush graphics and smooth animation contribute to a compelling adventure that adds new enemy encounters and easily solved puzzles to the classic story. Reluctant hero Bilbo Baggins is slow to swing his walking stick, making battles more difficult than they should be, but the overall game play and control are very solid.

CHRIS ★★★½
GEORGE ★★★★
JESSICA ★★½
SCOTT ★★★½
STEVEN ★★★★

JIMMY NEUTRON BOY GENIUS: JET FUSION

- THQ/32 Megabits
- 1player

EVERYONE E — Mild Cartoon Violence

He may be a genius, but Jimmy Neutron has a way of getting himself into trouble. When Jimmy demonstrates his Virtual World Reproduction machine in class, he unintentionally turns his town into the world of Jet Fusion, action hero. With help from Jet and Jimmy's robot dog, Goddard, the boy genius must search long side-scrolling levels for a way out of the mess. The action is intense but, ultimately, not very inventive.

ALAN ★★½
CHRIS ★★★★
GEORGE ★★★
JESSICA ★★½
STEVEN ★★★

ODOWORLD: MUNCH'S ODDYSEE

- THQ/32 Megabits
- 1 player

EVERYONE E — Fantasy Violence

Odd creatures Munch and Abe solve puzzles by chanting in a platform adventure with a creative premise. By recruiting creatures to attack enemies and open doors, the duo can advance through sewers, cities and natural environments to thwart the plans of the unruly Glukkons. Unfortunately, poor hit detection and sluggish controls make the game's challenges more frustrating than fun.

ALAN ★★
CHRIS ★★
GEORGE ★★
STEVE ★★
STEVEN ★★

OPERATION: ARMOREO LIBERTY

- Majesco/32 Megabits
- 1 player

TEEN T — Mild Violence

The deserts of Iraq provide the backdrop for tank-battle sim Operation: Armored Liberty. While guiding a tank through 22 missions, you must destroy enemy targets and defend allied positions. You'll get to each fight by moving a tank icon over a battlefield map, then you'll switch to first-person perspective view to engage with your target. The battle action is simple and initially fun, but becomes less exciting as you advance.

ALAN ★★½
GEORGE ★★½
JESSICA ★½
STEVE ★
STEVEN ★★

QUAD DESERT FURY

- Majesco/32 Megabits
- 1 player

EVERYONE E

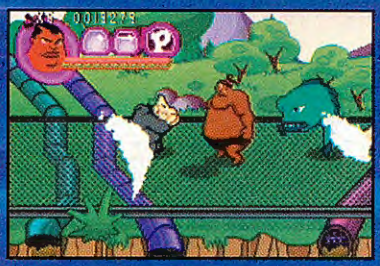
All-terrain vehicles fly through seven natural hilly courses in stripped-down racer Quad Desert Fury. The graphics display engine presents the action with minimal clipping and a smooth frame rate, and the computer-controlled competitors offer a strong challenge. However, the play control is touchy beyond reason and the lack of vehicle customization options will make all but the most die-hard ATV fans lose interest quickly.

ALAN ★
CHRIS ★½
GEORGE ★½
SCOTT ★★
STEVEN ★★½

SUPER DUPER SUMOS

- Midway/32 Megabits
- 1 player

EVERYONE — Cartoon Violence



Sumo superheroes Boomer, Kimo and Mamoo stomp through six chapters of big-boned, villain-bashing wackiness in the GBA adaptation of their Nickelodeon hit. The side-scrolling fight formula isn't new by any means, but the sumos give it their own fun spin. Select one of the three fighters and use his unique moves to take on the likes of Ms. Mister and Genghis Fengus. Between levels, you can play four food-related mingames.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

TAK AND THE POWER OF JUJU

- THQ/64 Megabits
- 1 player

EVERYONE — Mild Cartoon Violence

The GCN version of Tak and the Power of Juju offers a creative take on the 3-D platformer, and the GBA version does the same for the 2-D platform game. Shaman Jibolba needs apprentice Tak's help in saving villagers who have been transformed into sheep. Tak jumps, climbs and uses a blow gun and explosive fruit to ward off Nerbils. The difficulty is a little high for the average side-scroller, but still manageable.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

TEENAGE MUTANT NINJA TURTLES

- Konami/64 Megabits
- 1 player

EVERYONE — Violence

Cartoon-quality graphics and a spot-on rendition of the new TMNT theme song (complete with vocals) give the Turtles' GBA adventure a fun and furious edge. The game's 16 levels (four for each half-shelled hero) mix 2-D fighting action with other old-school challenges, which include a 3-D rail-shooter section and a motorcycle race that is reminiscent of Excitebike. It's a fun and fresh play.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

KEY

GCN | GBA | GBC | NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE | ARCADE | FIGHTING | PLATFORM | PUZZLE | RPG | RACING | SHOOTER | SPORTS | STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD — Early Childhood
TEEN — Teen (13+)
ADULTS ONLY 18+ — Adult (18+)
EVERYONE — Everyone
MATURE 17+ — Mature (17+)
RATING PENDING — Rating Pending

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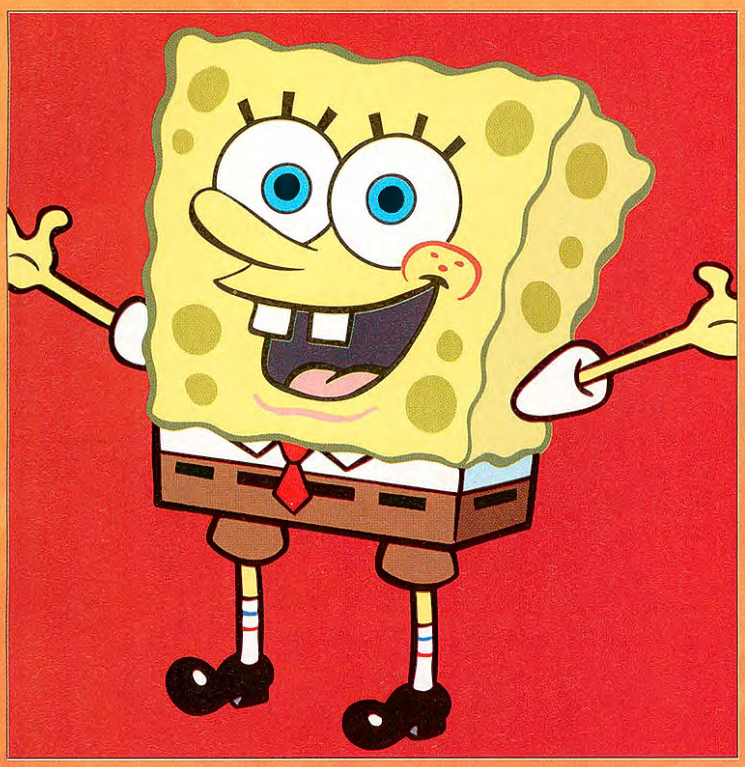
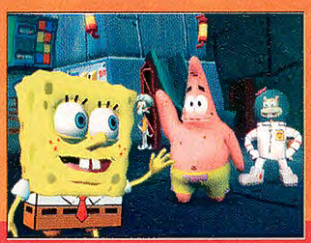
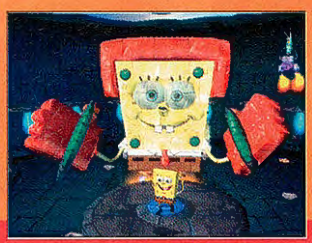
WHO MAKES A BETTER HERO?
SPONGEBOB OR A GUY NAMED BOB?



"I have square pants!"

"I'm not wearing pants."





Soak up the new SpongeBob video game this Fall.

NICKELODEON SpongeBob squarepants Battle for Bikini Bottom

EVERYONE E CONTENT RATED BY ESRB — Comic Mischief, Mild Cartoon Violence

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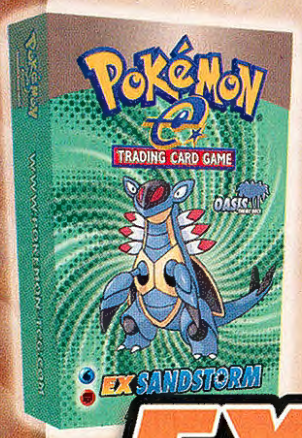

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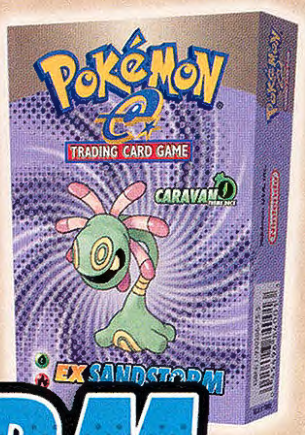

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THE NINDEX

GAME INDEX VOLUME 174—DECEMBER 2003

Advance Wars 2: Black Hole Rising: 76-77
American Idol: 24
Animal Crossing: 134
Backyard Baseball: 75
Banjo-Kazooie:
Grunty's Revenge: 122-123, 148
Baten Kaitos: 104
Beyblade: Super Tournament Battle: 144
Big Mutha Truckers: 75
Bionicle: The Game: 148
Bratz: Formal Funk: 24
Disney's The Haunted Mansion: 94-95, 144
Disney's The Lion King 1 1/2: 148
Disney's Party: 148
Donkey Konga: 24
The Fairly Odd Parents!:
Breakin' Da Rules: 148
Fire Emblem: 32-38, 142
Freaky Flyers: 75
Freestyle Metal X: 144
Gekido Advance: Kintaro's Revenge: 150
Gladius: 139
Green Eggs and Ham by Dr. Seuss: 24
The Hobbit (GCN): 80-84, 144
The Hobbit (GBA): 150
James Bond 007: Everything or Nothing: 20
Jimmy Neutron Boy Genius:
Jet Fusion (GCN): 144
Jimmy Neutron Boy Genius:
Jet Fusion (GBA): 150
Kingdom Hearts: Chain of Memories: 21
Kirby Air Ride: 56-60, 139
Looney Tunes: Back in Action: 24
The Lord of the Rings:
The Return of the King (GCN): 22
Mario & Luigi: Superstar Saga: 105-106
Mario Golf: Toadstool Tour: 112
Mario Kart: Double Dash!!: 20, 44-48
Mario Party 5: 50
Mega Man Anniversary Collection: 20
Metal Arms:
Glitch in the System: 100-102, 144
Metal Gear Solid: The Twin Snakes: 68-71
The Muppets' Party Cruise: 24
NBA Live 2004: 24
NHL 2004: 146
Oddworld: Munch's Oddysee: 150
Onimusha Tactics: 130-132, 148
Operation: Armored Liberty: 150
Pikmin 2: 20
Pokémon-e TCG: 88-90
Prince of Persia: The Sands of Time: 25
Quad Desert Fury: 150
Resident Evil Zero: 112
RoadKill: 24
Serious Sam: 21
Shining Force: 104
SimCity 2000: 21
The Sims: Bustin' Out: 25
Sonic Heroes: 20
Soul Calibur II: 78, 112
Star Wars: Flight of the Falcon: 24
Star Wars Rogue Squadron III:
Rebel Strike: 140
Super Duper Sumos: 151
Super Mario Advance 4:
Super Mario Bros. 3: 142
Sword of Mana: 107-108
Tak and the Power of Juju (GCN): 40-41, 138
Tak and the Power of Juju (GBA): 151
Tales of Symphonia: 104
Teenage Mutant Ninja Turtles (GCN): 146
Teenage Mutant Ninja Turtles (GBA): 151
Tiger Woods PGA Tour 2004 (GCN): 142
Tiger Woods PGA Tour 2004 (GBA): 23
Tonka Rescue Patrol: 146
Tony Hawk's Underground: 22
Top Gear Rally: 116-118, 146
True Crime: Streets of L.A.: 22
Ultimate Card Games: 23
Viewtiful Joe: 74
Wallace & Gromit in Project Zoo: 146
Yu Yu Hakusho: Spirit Detective: 23
Yu-Gi-Oh!: The Falsebound Kingdom: 146

NINTENDO GAMECUBE™ TITLES CURRENTLY AVAILABLE

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Aquaman: Battle for Atlantis
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Bloody Roar: Primal Fury
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PLATFORM
Billy Hatcher and the Giant Egg
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NFL Blitz 20-02
NFL Blitz 20-03
NFL QB Club 2002
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NHL 2004
NHL 2K3
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NHL Hitz 20-03
NHL Hitz Pro
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BE YOU. BE IN A NINTENDO GAME.

NO PURCHASE NECESSARY. PURCHASE WILL NOT INCREASE ODDS OF WINNING. Game begins November 1, 2003 and ends March 1, 2004. Game void where prohibited. HOW TO PLAY: Look under the cap of specially-marked 20 oz. and 2-liter bottles, or on game pieces printed inside specially-marked 8- and 12-packs of Dr Pepper, Diet Dr Pepper, Caffeine Free Dr Pepper, Caffeine Free Diet Dr Pepper, and Red Fusion (in certain markets), to see if you have won. If you see "WINNER BE YOU IN GAME", "WINNER NINTENDO GAMECUBE", "WINNER NINTENDO GAME BOY", or "WINNER 12-PACK COUPON," you're a potential winner (subject to verification). FREE GAME PIECE: Free game piece and Official Rules available (while supplies last) by mailing a self-addressed stamped envelope to: DP/NINTENDO 2003 Game Piece Request, PO Box 6200 Dept D, Clear Lake, MN 55319-6200. VT residents may omit return postage. Requests must be received by 3/1/04. One request per household, per day, per envelope. TO REDEEM WINNING GAME PIECE: Hand print your name, mailing address, and telephone number on a 3"x 5" piece of paper and submit (for Grand Prize and Nintendo product prizes send by certified mail return receipt requested; 12-pack prize send by regular mail) with your potential winning cap or game piece (enclose cap in a padded envelope) to: DP/NINTENDO Prize Claim, PO Box 6118, Clear Lake, MN 55319-6118. Prize claims must be received by 3/22/04 (postmarked by 3/15/04). Keep a photocopy of your submission. PRIZES AND ODDS: Prize winners will be chosen by Sponsor via a random drawing to be held on or about 3/25/04, from all valid game pieces submitted. All specially-marked packages will contain the following 4 prizes in the prize pool: Grand Prize: (1) Be in a Nintendo video game. All potential winning game pieces (up to five) submitted with the message "Winner Be You In Game" will be entered in a random drawing for the one (1) Grand Prize of appearing in a Nintendo video game. Game title, platform, and the timing and manner of use of the winner's likeness in the video game will be determined by Nintendo, in its sole discretion, based on game development timing and availability. Prize also includes a trip to a game development location, which includes round trip coach airfare for two from airport nearest the winner's home, and hotel accommodations (approx. retail value $10,000): 1 in 115,982,189. All other Grand Prize game pieces submitted will be awarded (1) Nintendo GameCube with a game, (1) Nintendo Game Boy Advance SP with a game and (1) Dr Pepper 12-pack Coupon (approx. retail value $333.99). First Prize: Five hundred (500) First Prize winners will each receive one (1) Nintendo GameCube with a game (approx. retail value $200): 1 in 231,964. Second Prize: Three thousand (3,000) Second Prize winners will each receive one (1) Nintendo Game Boy Advance SP with a game (approx. retail value $130): 1 in 38,661. Third Prize: Two hundred fifty thousand (250,000) Third Prize winners will each receive a Dr Pepper 12-pack Coupon (approx. retail value $3.99): 1 in 464. VERIFICATION: Potential-winning caps or game pieces are subject to verification. Dr Pepper/Seven Up, Inc. ("Dr Pepper") is not responsible for lost, late, illegible, incomplete, misdirected, mutilated, or postage due mail, prize claims or game piece requests. Proof of mailing does not constitute proof of delivery. Any game materials that are mechanically reproduced, incomplete, altered, mutilated, delaminated, tampered with in any way, illegible, forged, obtained outside authorized legitimate channels, or that contain production, printing, typographical, mechanical, or other errors are void. AWARD OF PRIZES: Prize claims must be received by 3/22/04 (postmarked by 3/15/04) to be eligible for prize. Prizes will be delivered, subject to verification, within 12 weeks of prize drawing. Limit one prize (except product prize) per family, household, or organization. Unclaimed prizes will not be awarded. Dr Pepper reserves the right to substitute prizes with its cash equivalence or with similar items of like value should a prize become unavailable or if the winner legally resides on a U.S. military base outside the United States. No more than the listed number of prizes will be awarded if claimed. If the number of prize claims exceeds the listed number of prizes, the listed number of prizes will be awarded based on random drawing of all such prize claims submitted. CONDITIONS OF PARTICIPATION: By participating in the game, you accept and agree to these rules and the decisions of independent judges, which shall be final and legally binding. You assume all risk of loss, damage, destruction, delay or misdirection of game pieces submitted for verification. All submissions become the property of Dr Pepper and will not be returned. No transfer of prizes permitted. 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By participating and accepting prizes, winners hereby release Dr Pepper Nintendo of America Inc., and their respective employees, agents, including advertising and promotion agencies, and their subsidiaries, parent companies, respective affiliates and licensed bottlers from any and all liability with respect to the use or misuse of any merchandise or prizes, property, damage, personal injury and/or death which may occur in connection with acceptance and/or use of the prize or while participating in or traveling to any prize-related activity, and acknowledges that said parties have neither made nor are in any manner responsible or liable for any warranty, representation or guarantee, expressed or implied, in fact or in law, relative to any of the prize, including but not limited to its quality, mechanical condition or fitness. All federal, state and local taxes on prizes are the responsibility of the winner. By accepting the prize, winner consents to the use of his/her name, photo, and/or likeness for advertising and promotional purposes without further compensation, except where prohibited. ELIGIBILITY: Participants must be legal residents of the United States. Employees of Dr Pepper, Nintendo of America Inc, and their respective affiliates, subsidiaries, licensed bottlers, advertising or promotion agencies or other individuals engaged in any way in the development, production or distribution of any game materials, and persons who are immediate family members (parents, children, stepparents, stepchildren, siblings or spouses) of, or who live in the same household as, any person in any of the preceding categories are not eligible. Any prize won by a minor will be awarded to his/her legal guardian or parent. WINNERS LIST: For a list of prize winners, mail a self-addressed stamped envelope to: DP/NINTENDO 2003 Winners List, PO Box 6300 Dept V, Clear Lake, MN 55319-6300. Requests must be received by 3/22/04. Winners list will be sent when all prizes have been awarded. The sponsor of the game is Dr Pepper/Seven Up, Inc. DR PEPPER, DR and PEPPER are registered trademarks of Dr Pepper/Seven Up, Inc. © 2003 Dr Pepper/Seven Up, Inc.

NEXT ISSUE

VOLUME 175 — JANUARY 2004

Double Your Lead with NP's Kart Strategy

Mario Kart: Double Dash!!

When Mario Kart: Double Dash!! tears onto the scene on November 17, a nation of Mario Karters will double over laughing along with the hilarious game. But you'll need serious strategy to dominate the tracks—no joke.

Mario's Got a Running Mate for His Party!

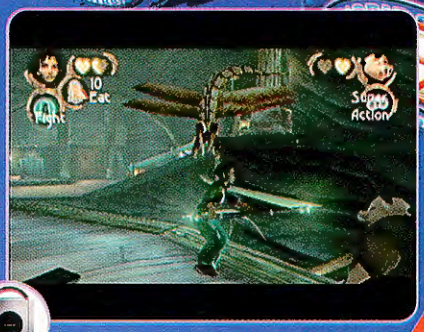
"Mario, Mario, he's our man! If he can't triple-jump and ground-pound, no one can!" Campaign songs aside, Mario's putting his name in the ring with big titles for the holidays—we'll have the scoop!

Mario and Luigi: Superstar Saga

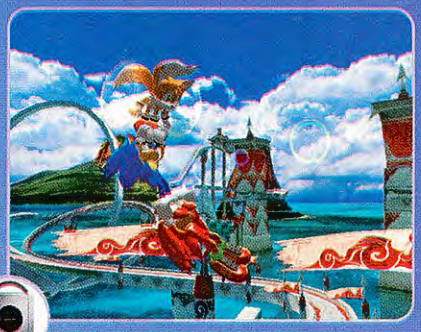
Mario Party 5

Great Previews and Reviews

1080°: Avalanche



Beyond Good & Evil



Sonic Heroes

Freedom Fighters

Plus!

- DRAGON BALL Z: BUDOKAI
- SERIOUS SAM
- ROGUE OPS
- SSX 3: OUT OF BOUNDS
- TRUE CRIME: STREETS OF L.A.

The Lord of The Rings: The Return of the King

It's Totally Extraordinary

Next issue will have more extras for our readers than ever before in NP history. We'll have stickers for Mario Party supporters and Fire Emblem fans, plus a lot more—including a Nintendo video-game buyer's guide!

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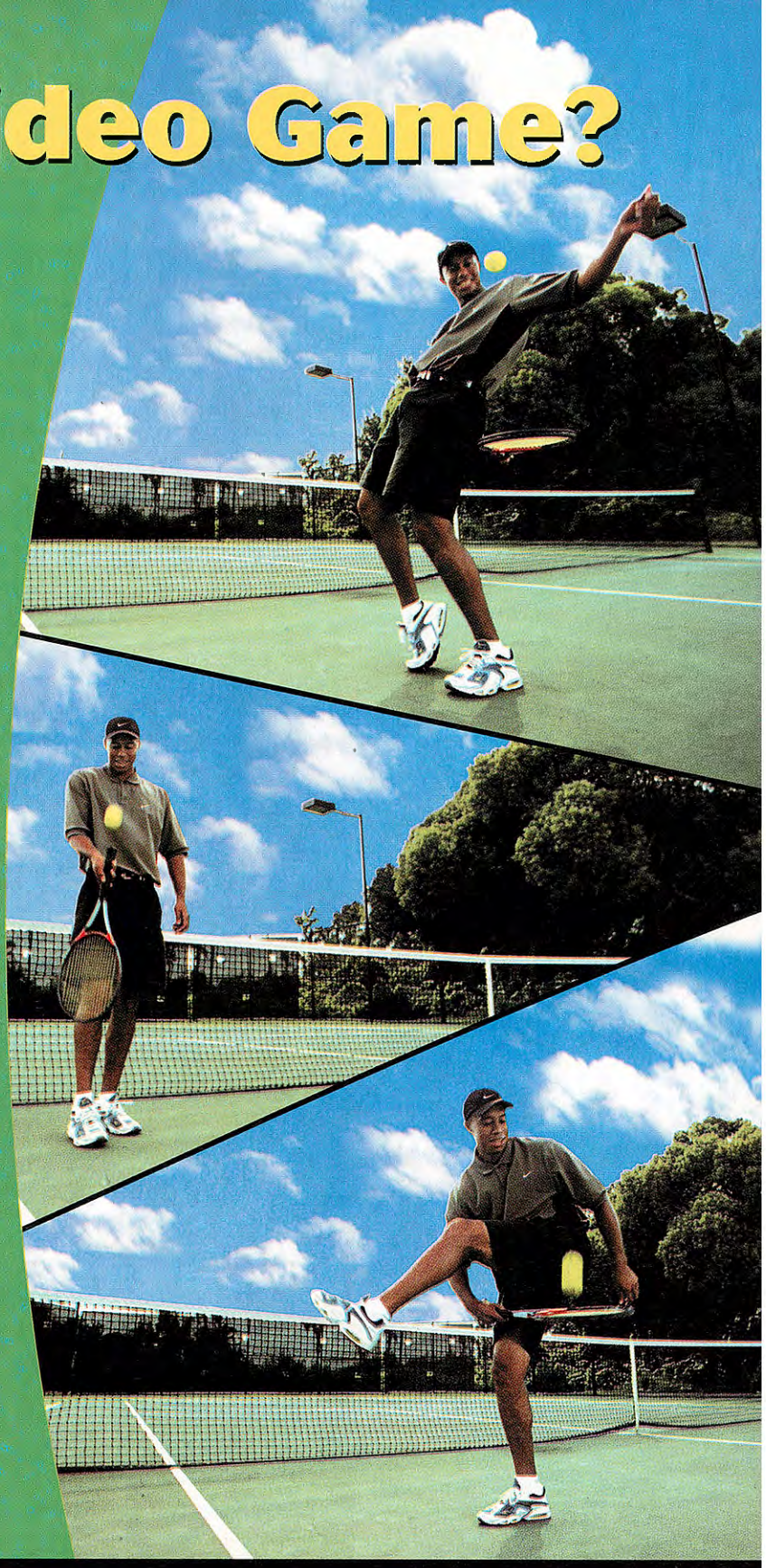
Buying a Video Game?

Play the game that's right for you!



You can give Tiger Woods a tennis racket, but he knows that golf is the game that's right for him. So how does Tiger know which computer and video games are OK to play? He checks the rating on every game box...And so should you!

Computer and video game ratings have two parts: **rating symbols**, which tell you what age group the game is appropriate for and **content descriptors**, which tell you about specific content elements that may be of interest or concern.

So the next time you're choosing a game, check the rating and the content descriptors. And like Tiger Woods, play the game that's right for you.

ESRB

ENTERTAINMENT SOFTWARE RATING BOARD

www.esrb.org

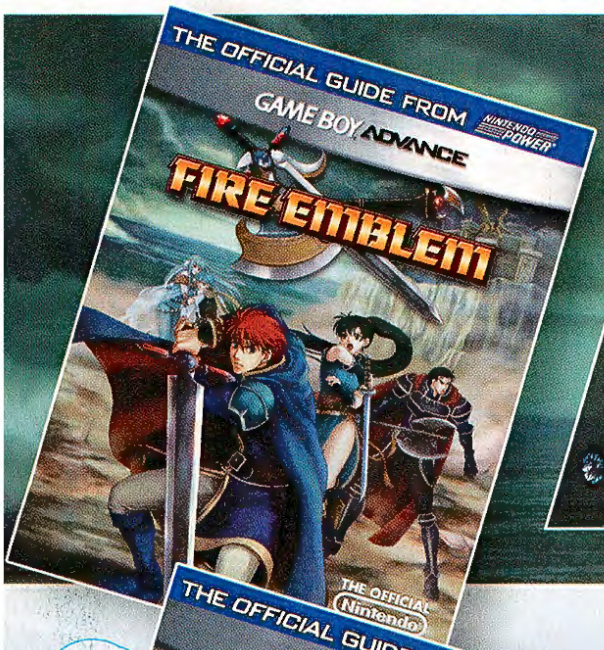
CHECK THE RATINGS ON EVERY VIDEO GAME BOX

ON FRONT

ON BACK

THE *OFFICIAL* GUIDE FROM NINTENDO POWER®

EXPLORE NEW WORLDS WITH GUIDES FROM NINTENDO'S EXPERTS



FIRE EMBLEM

Has Fire Emblem got you hot under the collar? Don't fan the flames and go down in a burning ring of fire; get the Official Nintendo Player's Guide and claim victory today!

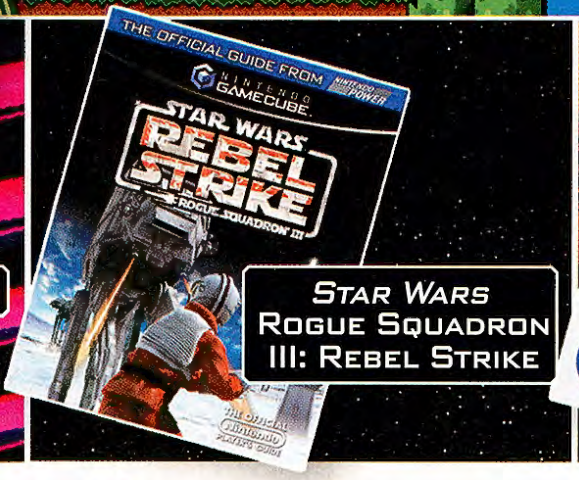
- Full-color maps that reveal the location of every enemy, treasure and secret
- Statistics for all characters, weapons, magic spells and items in the game
- Instructions for unlocking each side quest, secret character and hidden area

SUPER MARIO ADVANCE 4

Mario is a slave to the Mushroom Kingdom's hottest fashions, and you should be, too! Nintendo Power's Super Mario Advance 4: Super Mario Bros. 3 Player's Guide will help you choose the perfect stylin' suit for any Goomba-stomping occasion, and reveal game-breaking tips straight from the pros.

- Expert Koopa-crunching strategies for the toughest fortresses and most-fearsome bosses
- Step-by-step instructions for earning unlimited 1-Ups and finding all three Magic Whistles
- Comprehensive maps for every world and stage pinpointing the locations of power-ups, items and 1-Ups
- Essential e-Reader info for game-expanding Level, Power-Up and Demo Cards

F-ZERO GX



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In the Teenage Mutant Ninja Turtles™ Video Game, you'll discover that there's trouble around every corner. Whether you're playing your favorite Turtle in Story mode or going head-to-head with a neighborhood knucklehead in Vs. mode, it will take all your butt-kickin' ninja skills to stay out of harm's way.

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TEENAGE MUTANT NINJA TURTLES™

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» FORK // Chromoly Monster fork with FSA pig headset.

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